

3. Complexity analysis based on your results with the theory you learn.

Complexity Analysis of CS401 Project

Based on the reviewed code and understanding of common data structures and algorithms, here's a complexity analysis of the implemented functionalities in the CS401 project:

Data Structures:

- **DataStructure Class:** This class likely uses an underlying array to store elements. Adding and removing elements at the end have a time complexity of $O(1)$ (constant time) due to direct array access. Random access (getting an element by index) is also $O(1)$. However, inserting or removing elements in the middle requires shifting elements, resulting in $O(n)$ (linear time) complexity in the worst case.

Sorting Algorithms:

- **Selection Sort:** The implemented selection sort has a time complexity of $O(n^2)$ (quadratic time). It iterates through the list n times, comparing each element with the remaining elements to find the minimum.
- **Merge Sort:** The implemented merge sort has a time complexity of $O(n \log n)$ (logarithmic time). It recursively divides the list into halves, sorts the halves, and then merges them back together efficiently.

Searching Algorithms:

- **Linear Search:** The linear search has a time complexity of $O(n)$ (linear time) in the worst case. It iterates through the entire list until the target element is found.
- **Binary Search:** The binary search has a time complexity of $O(\log n)$ (logarithmic time) in the worst case. It assumes the list is sorted and keeps halving the search space based on comparisons.
- **Hash Search:** The improved hash search has a time complexity of $O(1)$ (constant time) on average, assuming a good hash function is used. It directly accesses the element based on its hashed index in the hash table.

Other Operations:

- **Adding Data:** Adding data to the end of the list using the `DataStructure` class has a time complexity of $O(1)$ (constant time) due to direct array access (assuming there's enough capacity).
- **Deleting Data:** Deleting data by value requires searching for the element ($O(n)$ in the worst case) and then shifting elements ($O(n)$ in the worst case), leading to a total worst-case complexity of $O(n)$.
- **Updating Data:** Updating data also involves searching for the element ($O(n)$ in the worst case) and then modifying its value ($O(1)$), resulting in a total worst-case complexity of $O(n)$.

Missing Functionalities:

- **Restore Data:** The current implementation simply calls `add`, which has a complexity of $O(1)$ (assuming enough capacity). True restoration with a deleted elements list might involve searching the deleted list ($O(n)$ in the worst case) and then adding it back ($O(1)$), leading to a potential worst-case complexity of $O(n)$.
- **Analysis Report Enhancements:** Measuring execution times for specific data manipulation operations involves additional code and would likely have a negligible impact on the overall complexity.

Important Notes:

The complexities mentioned are for the worst-case scenarios. Average-case complexities might be better for some operations (e.g., searching in a nearly sorted list).

The analysis assumes the size of the data structure (n) is the dominant factor affecting execution time.