Friday, October 24, 2014 11:08 AM

stub.cpp

global

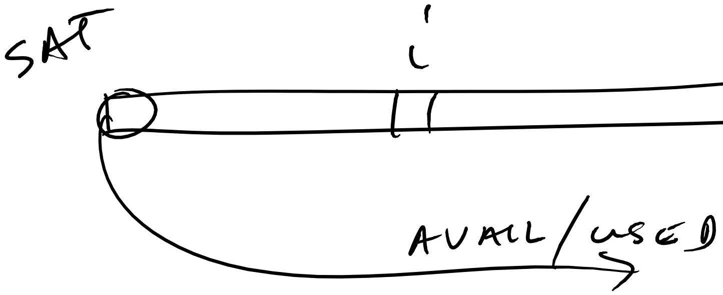
```
SAT stable;
void Format(int numtrk)
{
    ≡       stable. ___
}
int Allocate( - - - )
{
            stable. ___
}
```

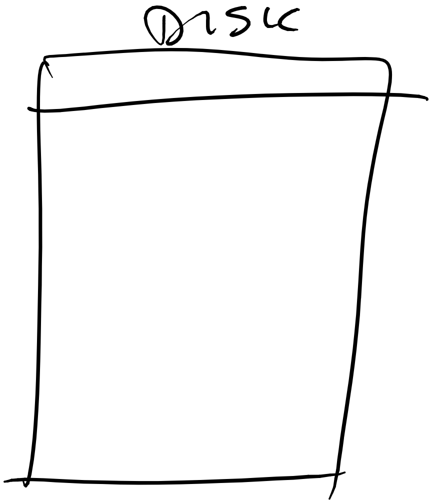
```
class SAT {
{
        public:
            static int x;

};
```

```
void Format( - - )
{
        SAT stable;
        stable.initialize();
        stable.x = 100;

}
```

```
}
int Allocate ( —— )
{
    SAT stable;
    cout << stable.x;
}
```

400

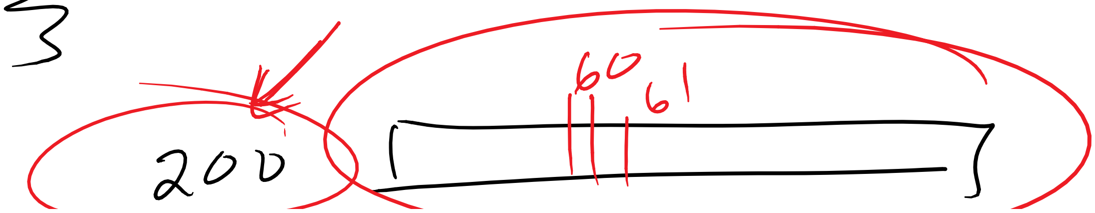




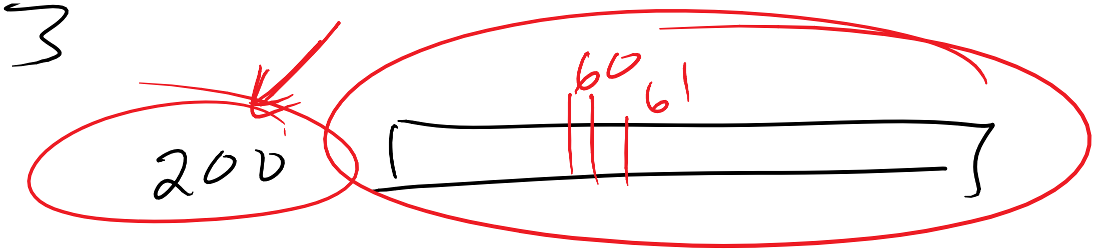
SAT[i]

50260 / 61

```
bool test-Bit(int pos)
{
    pos →
        pos / 1024      trk = 200
        pos % 1024      bit # = 60 / 61
}
```



3



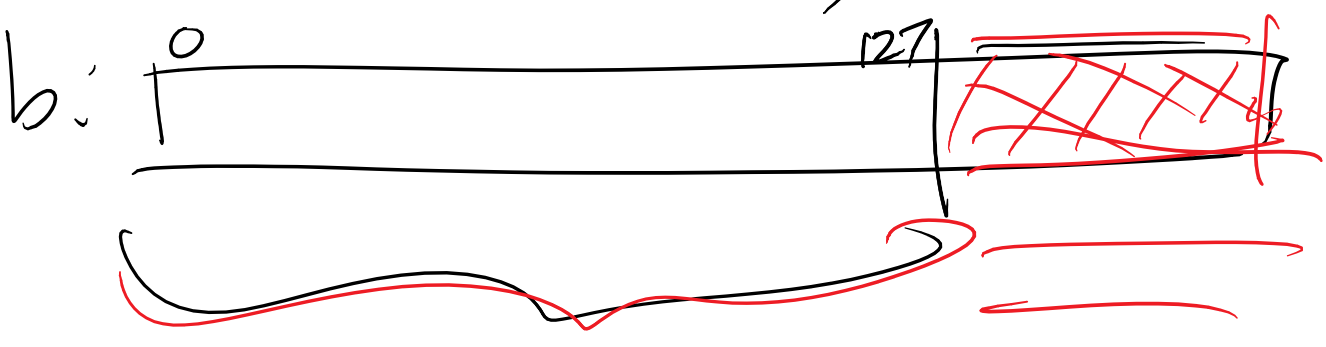
view

~~Disk dsk(500,128)~~

driver

ReadDisk( )
WriteDisk( )

```
bitset<1024> b;

WriteDisk((unsigned char*) &b, 0);
```

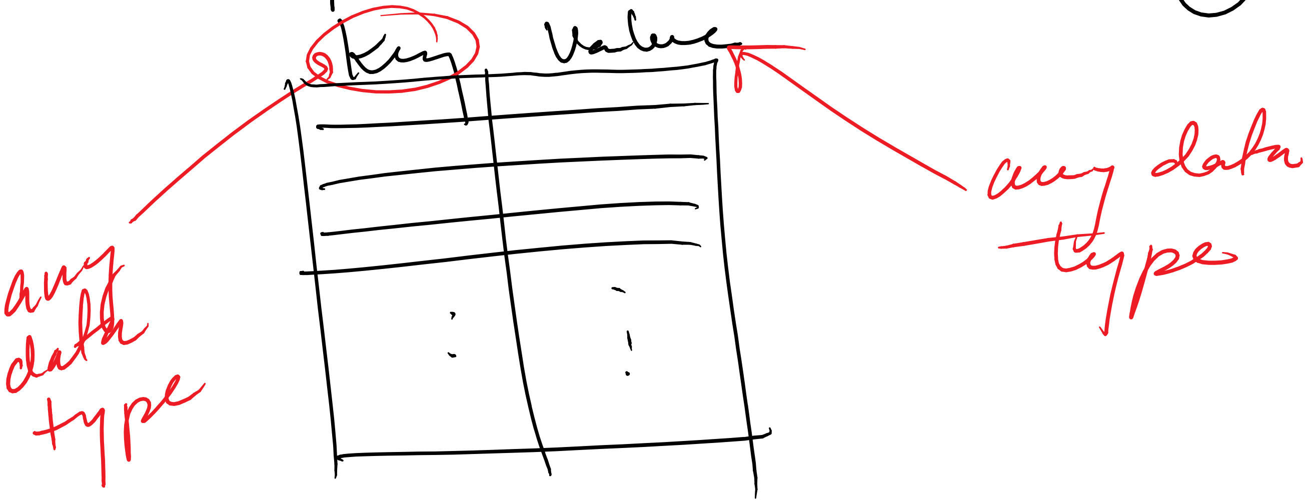


⇓

hashing (table)

associative memory

map or dictionary



multimap

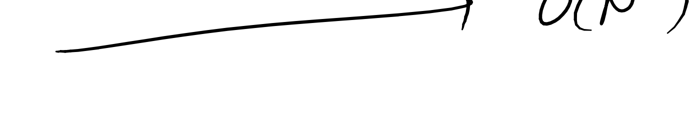
keyA	V1
keyA	V2

STL

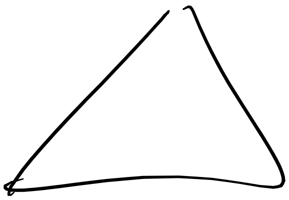
data type is

pair<T1,T2>

```
pair<int, double> p;
p.first = 100;
p.second = 25.2'
```



search
sort

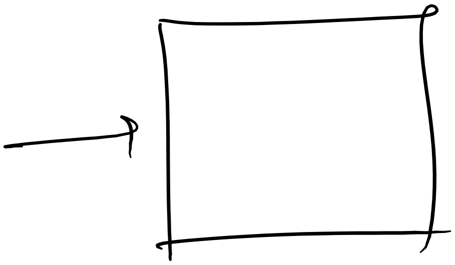


O(log n)

↑

balance

| sort



~O(1)

| no sort

Search O(log n)

Insert/Delete O(log n)

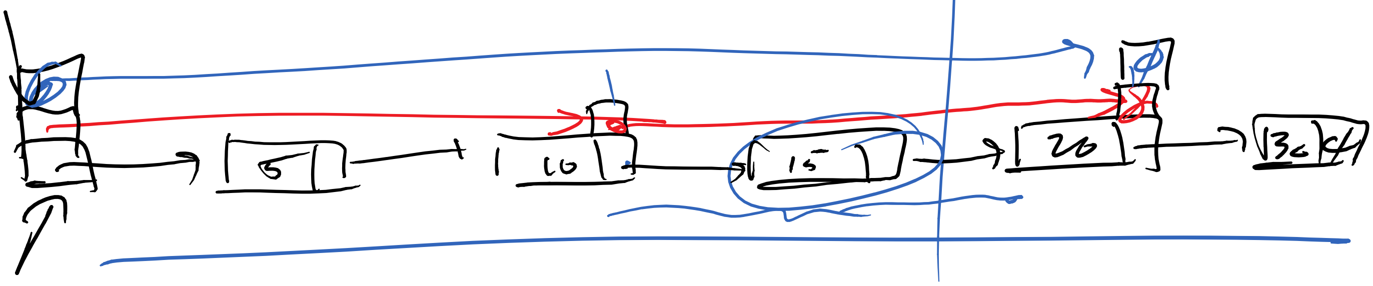
Sorted

skip list

O(log n)

O(log n)

sort



ϕ
5
10
15
20
30
ϕ