#### Taller 4

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1.

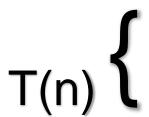
### 1.1Código tipo PNG

```
public class Punto2{
 1
      public static int arrayMax(int[] array, int n) {
 2
 3
              int i, max, temp;
 4
              max = array[ n ];
 5
              if(n != 0){
                  temp = arrayMax(array, n-1 );
 6
 7
                  if(temp > max)
 8
                      max = temp;
 9
10
              return max;
11
12
```

## 1.2Código tipo TXT más complejidad

```
public class Punto1{
  public static int arrayMax(int[] array, int n) {
    int i, max, temp; //
    max = array[ n ];//c1 = 1
    if(n != 0){// c2= 1
        temp = arrayMax(array, n-1 );t(n) = c2 + t(n-1)
        if(temp > max)//c3= 2
        max = temp;c4 = 1
    }
    return max;//t(n)= c1 + c2 + c3 + t(n-1)
    //t(n)= t(n-1)
  }
}
```

1.3Ecuación de recurrencia: t(n) = c1



```
if n = 0
if n != 0
```

2.

## 2.1 código tipo PNG

```
public class Punto{
2 □ | public static boolean groupSum(int start, int[] nums, int target) {
3
            if (start >= nums.length) return target == 0;
4
            return groupSum(start + 1, nums, target - nums[start])
5
                   || groupSum(start + 1, nums, target);
```

# 2.2Código tipo TXT

```
public class Punto{
public static boolean groupSum(int start, int[] nums, int target) {
     if (start >= nums.length) return target == 0;
     return groupSum(start + 1, nums, target – nums[start])
          || groupSum(start + 1, nums, target);
  }
}
3.
```

### 3.1Código tipo PNG

```
public class Punto{
 1
 2
       public int fibonacci(int n){
 3
              if (n <= 1) {
                  return n;
 4
 5
              }else{
                  return fibonacci(n-1) + fibonacci(n-2);
 6
 7
 8
 9
10
```

## 3.2Código tipo TXT

```
public class Punto{
  public int fibonacci(int n){
     if (n <= 1) {
        return n;
     }else{
        return fibonacci(n-1) + fibonacci(n-2);// t(n) = t(n-1) + t(n-2)
     }
  }
}</pre>
```

### 3.3 Ecuación de recurrencia

```
t(n) = c_1 F_n + c_2 L_n
```

• Gráfica Fibonacci

