

$$h = 4$$

4

	0	1	2	3
0		•		
1				•
2	•			
3			•	

		#	
#			
			#
	#		

0-1, 1-3, 2-0, 3-2, •    0-2, 1-0, 2-3, 3-1, •

h=2

22


—

h=3


0	•			
1	→			

✓✓

n

row  $\rightarrow$  1

$n=4$

0  
1  
2  
3

0	1	2	3
		T	
T			
	.		



blank  $\rightarrow$  false

1
0

Print

for (j 0 ... n-1)

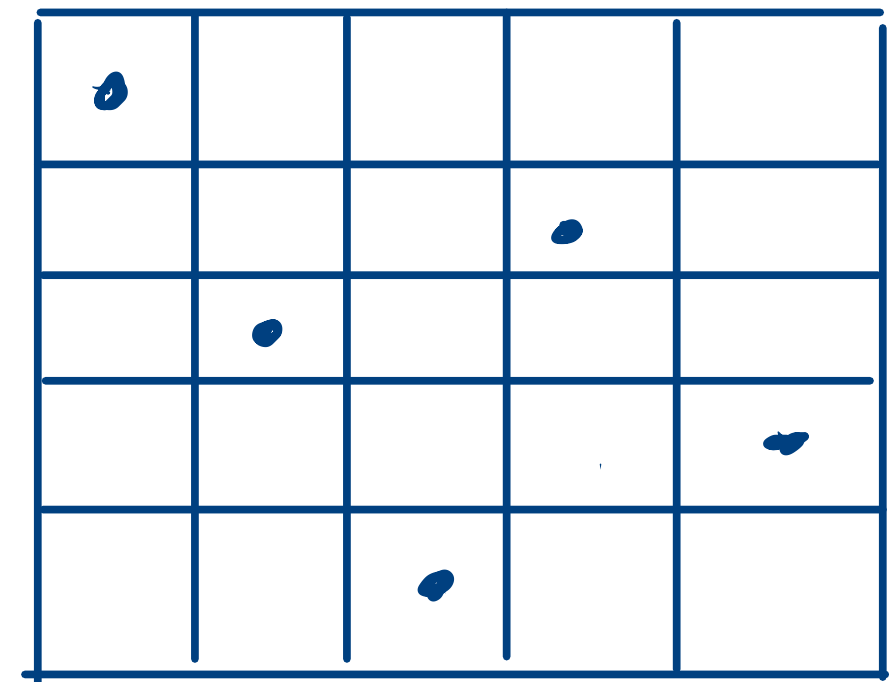
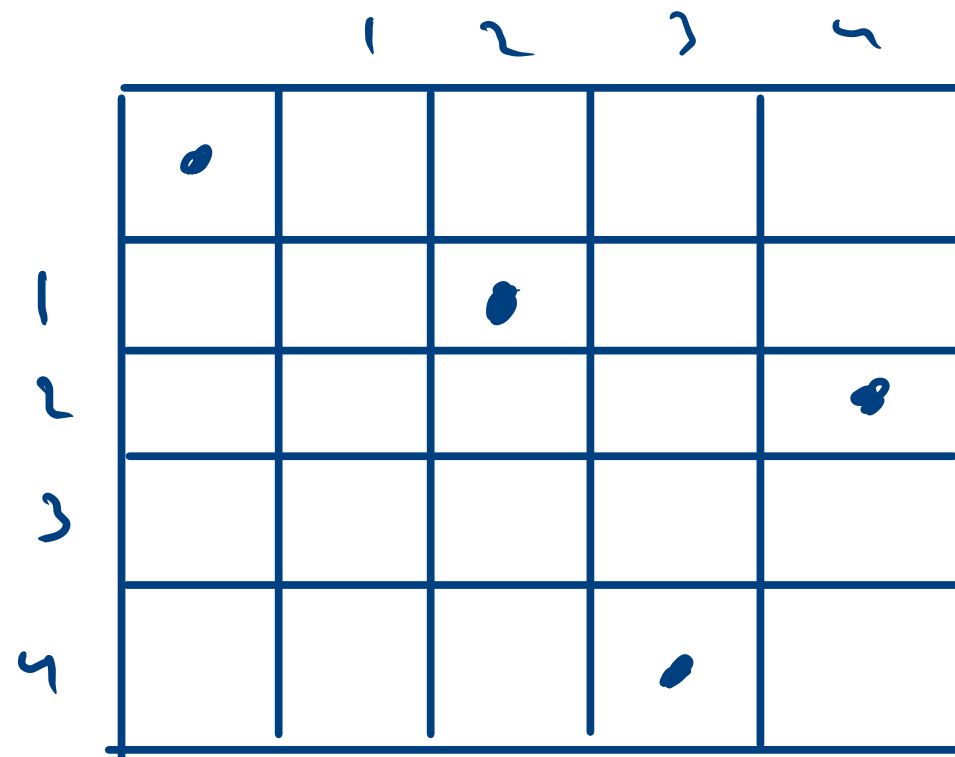
row, j

if (safe)

place

finish (row+1)

remove 2



0-0, 1-2, 2-4, 3-1, 4-3, .  
 0-0, 1-3, 2-1, 3-4, 4-2, .

5 2 0

5x5

25 2 13 8 23  
12 7 24 3 14  
1 18 15 22 9  
6 11 20 17 4  
19 16 5 10 21

h=5

5x5

19 2 13 8 21  
12 7 20 3 14  
1 18 15 22 9  
6 11 24 17 4  
25 16 5 10 23

25 2 13 8 19  
12 7 18 3 14  
1 24 15 20 9  
6 11 22 17 4  
23 16 5 10 21

	0	1	2	3	4
0	25	2	13	8	19
1	12	7	18	3	14
2	1	24	15	20	9
3	6	11	22	4	5
4	23	16	5	10	21

0,0  
 2,1  
 4,0  
 3,2  
 4,4  
 2,3  
 0,4  
 1,2  
 3,3

25

18

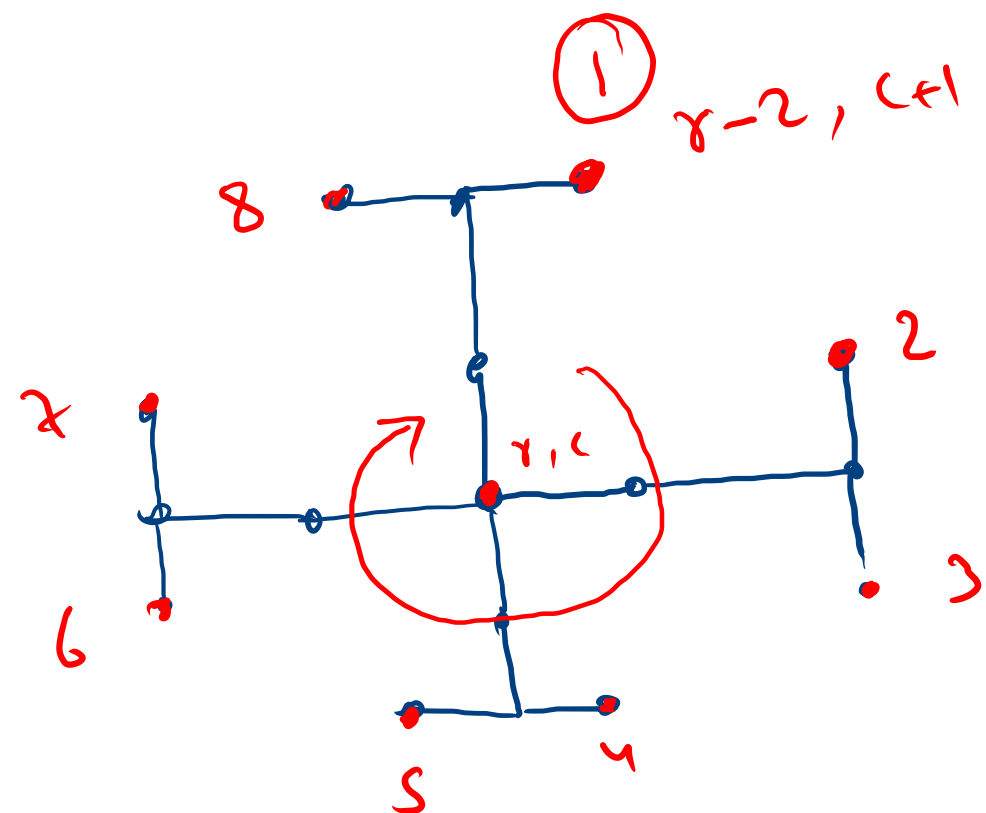
0,0      25

2,0

2	3	6
4	2	5
3	4	4
1	3	3
0	1	2
2	0	1
r	c	up

	0	1	2	3	4
0	25	2			
1				3	
2	1			6	
3					4
4			5		

allocate  
8 bits



[check length \* check len == up max]

```
if(r<0 || c<0 || r>=chess.length ||  
c >= chess.length ||  
chess[r][c] != 0) return;  
5x5 25 == 25  
if(chess.length*chess.length == upcomingMove){  
    chess[r][c] = upcomingMove;  
    displayBoard(chess);  
    chess[r][c] = 0;  
    return;  
}  
chess[r][c] = upcomingMove;  
a printKnightsTour(chess, r-2, c+1, upcomingMove+1);  
b printKnightsTour(chess, r-1, c+2, upcomingMove+1); //  
c printKnightsTour(chess, r+1, c+2, upcomingMove+1);  
d printKnightsTour(chess, r+2, c+1, upcomingMove+1); //  
e printKnightsTour(chess, r+2, c-1, upcomingMove+1); //  
f printKnightsTour(chess, r+1, c-2, upcomingMove+1);  
g printKnightsTour(chess, r-1, c-2, upcomingMove+1);  
h printKnightsTour(chess, r-2, c-1, upcomingMove+1);  
chess[r][c] = 0;
```

① ②

	0	1	2	3	4	
0	19	2	13	8	21	hg a
1	12	7	20	3	14	hg a
2	1	18	15	22	9	hg a
3	6	11		17	4	cb a
4		16	5	10	23	hg a

g x e d x b x  
c  
c

44	23
22	22
04	21
12	20
00	19
2,1	18
33	17
23	6
42	5
34	4
13	3
01	2
20	1
γ	< UP

sorting

comparison based

- bubble ~~sort~~
- selection ~~sort~~
- insertion

Divide & conq. -

- merge sort
- Quick sort

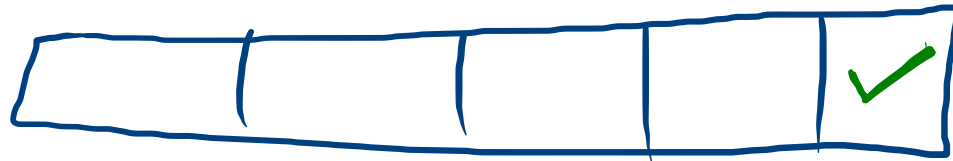
count sort

Radix sort

# Bubble Sort

(7) -2 (4) 1 3 → -2 1 3 4 7

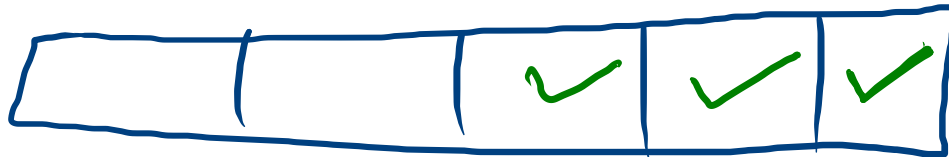
1 iter



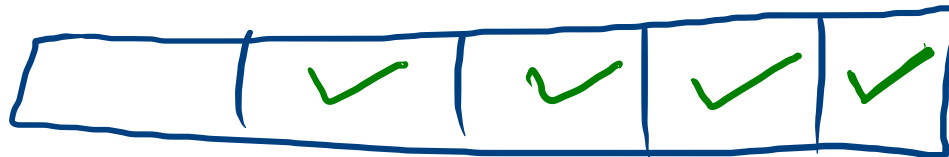
2 iter



3 iter



4 iter





h-1 iterations  
 21M 4  
 3  
 2  
 1

7 -2 4 1 3

#2

7 -2 4 1 3

-2 7 4 1 3

-2 4 7 1 3

-2 4 1 7 3

-2 4 1 3 7

-2 4 1 3 7

-2 4 1 3 7

-2 1 4 3 7

-2 1 3 4 7

#3

-2 1 3 4 7

-2 1 3 4 7

-2 1 3 4 7

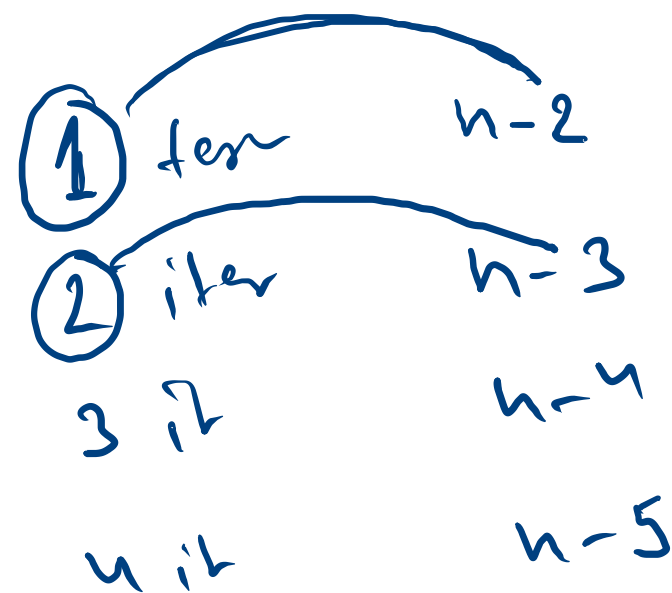
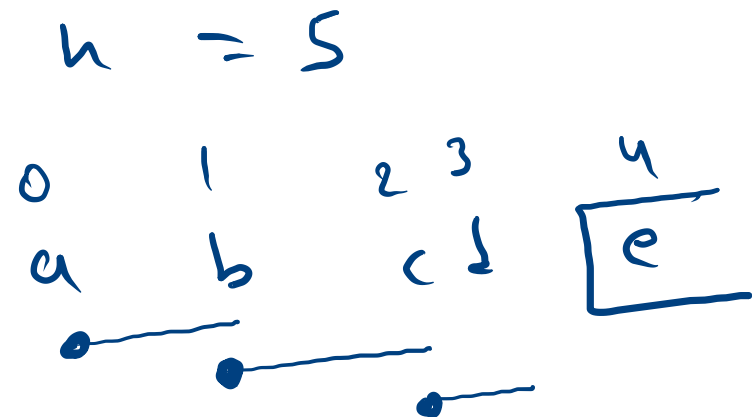
n

for (int i = 1; i ≤ n-1; i++) {

for (int j = 0; j ≤ n - (i+1); j++) {

}

}



~~$n^2$~~   
 $n^2$

$(n)$

iter

1

$n-1$

2

$n-2$

3

$n-3$

4

$n-4$

...

...

$n-1$

$n - (n-1)$   
 $n - n + 1$   
 1

```
int n = arr.length;
for(int iter = 1; iter <= n-1; iter++){
    for(int j = 0; j <= n - (iter+1); j++){
        if(isSmaller(arr, j+1, j)){
            swap(arr, j+1, j);
        }
    }
}
```

$$(n) + (n-1) + (n-2) + (n-3) + \dots + 1$$

$$= \frac{n \times (n+1)}{2} - n$$

$$= \frac{n^2 + n}{2} - n$$

$$= \frac{n^2}{2} + \frac{n}{2} - n$$

$$= \frac{1}{2} \times n^2$$

$$= O(n^2)$$

order

~~$n^2$~~

$2n^2 + 3$

order  $\rightarrow (n^2)$

order  $\rightarrow (n^2)$