```
template <typename T>
int ArrayList<T>::seqSearch(const T& item) const
{
	int loc=0;
	bool found = false;
	while ((!found) && (loc < length)) {
		if (list[loc] == item) {
			found = true;
		}
		else {
			++loc;
		}
	}
	if (!found) {
		loc = -1;
	}
	return loc;
}
```

```
template <typename T>
bool binarySearch(const T& item)
{
	int first = 0;
	int last = length – 1;
	int mid;
	bool found = false;
	while ((first <= last) && (!found)) {
		mid = (first + last)/2;
		if (list[mid] == item) {
			found = true;
		}
		else {
			if (list[mid] > item) {
				last = mid – 1;
			}
			else {
				first = mid + 1;
			}
		}
	}
	if (!found) {
		mid = -1;
	}
	return mid;
}
```

```
void binarySearch(const int a[], int first, int last, int item,
                  bool& found, int& loc)
{
    if (first > last) {
        found = false;
    }
    else {
        loc = (first + last)/2;
        if (item < a[loc]) {
            binarySearch(a, first, loc-1, item, found, loc);
        }
        else if (item > a[loc]) {
            binarySearch(a, loc+1, last, item, found, loc);
        }
        else {
            found = true;
        }
    }
}
```