

Note 05: Runtimes

Instruction

For each function below, for its worst-case scenario,

- Construct its runtime table.
- Calculate its runtime function.
- State and prove its theta-notation by providing the values of c_1 , c_2 , and n_1 from the definition of theta-notation.

Functions:

```
01 long A(long x)
02 {
03     if(x < 0)
04     {
05         x *= -1;
06     }
07
08     long n = 0;
09
10     for(; x > 0; n += 1)
11     {
12         x = x / 10;
13     }
14     return n;
15 }
```

```
01 template <typename T>
02 long B(const Array<T>& data, const T& value)
03 {
04     long cnt;
05
06     for(long i = 0; i < data.Length(); i += 1)
07     {
08         if(data[i] == value)
09         {
10             cnt += 1;
11         }
12     }
13     return cnt;
14 }
```

```
01 template <typename T>
02 bool C(const Array<T>& data)
03 {
04     for(long i = 0; i < data.Length(); i += 1)
05     {
06         for(long j = i + 1; j < data.Length(); j += 1)
07         {
08             if(data[i] == data[j])
09             {
10                 return true;
11             }
12         }
13     }
14     return false;
15 }
```

```
01 string D(int n)
02 {
03     if(n < -1000 || n > 1000)
04     {
05         return "not sure";
06     }
07     else if(n < 0)
08     {
09         n *= -1;
10     }
11     Array<int> p = {2,3,5,7,11,13,17,19,23,29,31};
12
13     for(long i = p.Length() - 1; i >= 0; i -= 1)
14     {
15         if(n % p[i] == 0)
16         {
17             return to_string(p[i]);
18         }
19     }
20     return to_string(n);
21 }
```

```
01 template <typename T>
02 long E(const Array<T>& data, const T& value)
03 {
04     for(long i = data.Length() - 1; i >= 0; i -= 1)
05     {
06         if(data[i] == value)
07         {
08             return i;
09         }
10     }
11     return data.Length();
12 }
```

```
01 bool F(const Array<bool>& data)
02 {
03     long n = data.Length() - 1;
04
05     for(long i = 0; i < (n + 1) / 2; i += 1)
06     {
07         if(data[i] != data[n - i])
08         {
09             return false;
10         }
11     }
12     return false;
13 }
```