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题目:
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Description:

Count the number of prime numbers less than a non-negative number, n.

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1.时间:O();空间:O(1) ->超时
class Solution {
public:
    int countPrimes(int n) {
        int result = 0;
        for (int i = 2; i < n; ++i){
            if (isPrime(i)){
                 result++;
            }
        }
        return result;
    }
private:
    bool isPrime(int num){
        if (num == 2 || num == 3) return true;
        const int Upper = std::sqrt(num);
        for (int i = 2; i <= Upper; ++i){}
            if (num \% i == 0) return false;
```

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}
        return true;
    }
};
2.时间:O();空间:O(N) ->哈希加速
class Solution {
public:
    int countPrimes(int n) {
        int result = 0;
        std::vector<int> searchTable(n, 0);
        for (int i = 2; i < n; ++i){
            if (searchTable[i] == 0 && isPrime(i)){
                result++;
                for (int k = i; k < n; k + = i){
                     searchTable[k] = 1;
                }
            }
        }
        return result;
    }
private:
```

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bool isPrime(int num){
       if (num == 2 || num == 3) return true;
       const int Upper = std::sqrt(num);
       for (int i = 2; i \le Upper; ++i){
           if (num \% i == 0) return false;
       }
       return true;
   }
};
3. 时间:O();空间:O(N) ->哈希加速
/* 每个合数必有一个最小素因子,根据每个最小因子去访问合数就能防止合数被重复访问
*/
class Solution {
public:
   int countPrimes(int n) {
       std::vector<int> searchTable(n, 0); /* 1 表示肯定不是素数 */
       std::vector<int> primeNum; /* 记录素数 */
       for (int i = 2; i < n; ++i){
           if (searchTable[i] == 0){
              primeNum.push_back(i);
           }
```

```
for (int k = 0; k < primeNum.size() && (primeNum[k] * i < n); ++k){
                 searchTable[primeNum[k] * i] = 1;
                 if (i % primeNum[k] == 0) break;
            }
        }
        return primeNum.size();
    }
private:
    bool isPrime(int num){
        if (num == 2 || num == 3) return true;
        const int Upper = std::sqrt(num);
        for (int i = 2; i \le Upper; ++i){
             if (num \% i == 0) return false;
        }
        return true;
    }
};
```