## General Time Complexity Table in DSA (Extended)

| Time<br>Complexity | Name                 | Example in DSA   | When It Happens                                | Real-Life Analogy                                     |
|--------------------|----------------------|--|--|---|
| 0(1)               | Constant<br>Time     | Accessing array<br>element, Hash map<br>lookup, Stack push/pop   | Operation doesn't depend on input size         | Picking the first book from a shelf                   |
| O(log n)           | Logarithmic<br>Time  | Binary Search, Balanced<br>BST search, Heap<br>operations        | Input size reduces<br>by half each step        | Finding a word in a dictionary                        |
| <b>O(n)</b>        | Linear Time          | Traversing array, Linear<br>Search, BFS/DFS in<br>graph          | Every element needs to be checked once         | Taking attendance in a class                          |
| 0(n log n)         | Linearithmic<br>Time | Merge Sort, Quick Sort<br>(avg), Heap Sort, Tree<br>Sort         | Efficient divide-<br>and-conquer<br>algorithms | Sorting names in a phonebook                          |
| O(n²)              | Quadratic<br>Time    | Bubble Sort, Selection<br>Sort, Insertion Sort<br>(worst case)   | Nested loops over entire input                 | Comparing every student with every other student      |
| O(n³)              | Cubic Time           | Matrix multiplication (naïve), 3 nested loops                    | Triple nested iterations                       | Checking all seat combinations in a hall              |
| 0(2^n)             | Exponential<br>Time  | Recursive Fibonacci,<br>Travelling Salesman<br>(subset method)   | Branching doubles with each input              | Trying every combination of clothes                   |
| O(n!)              | Factorial<br>Time    | Travelling Salesman<br>(brute force), generating<br>permutations | When every possible order/arrangement is tried | Shuffling and checking every order of a deck of cards |