## GEBZE TECHNICAL UNIVERSITY INT RODUCTION TO ALGORITHM DESIGN HW1

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1) 
$$\lim_{n \to \infty} \frac{T_{1}(n)}{T_{2}(n)} = \frac{3 \log n + 1}{4 \log n (\log n)} = \frac{3}{4 \log n} = \frac{3 \log n}{4}$$
 $\lim_{n \to \infty} \frac{T_{1}(n)}{T_{2}(n)} = \frac{3 \log n + 1}{4 \log n} = \frac{3}{4 \log n} = \frac{3}{4 \log n}$ 
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 $\lim_{n \to \infty} \frac{T_{2}(n)}{T_{2}(n)} = \frac{n! + n!}{2 + n!} = \frac{3}{4 \log n} = \frac{3}{4 \log n}$ 
 $\lim_{n \to \infty} \frac{T_{2}(n)}{T_{2}(n)} = \frac{n! + n!}{2 + n!} = \frac{3 \log n + 1}{2 \log n} = \frac{3}{4 \log n} = \frac{3}{4 \log n}$ 
 $\lim_{n \to \infty} \frac{T_{2}(n)}{T_{2}(n)} = \frac{n! + n!}{2 \log n} = \frac{3 \log n}{12} = \frac{3 \log$ 

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$$\frac{3^{n}}{4^{n}} = \frac{3^{n} \ln 3}{4^{n}} = \frac{3^{n} \ln 3}{4^{n}} = \frac{4^{n}}{4^{n}} + \frac{$$

and we know that an C and for 6>1 (so and C and then  $f(n) \in \mathcal{L}(g(n))$ 

- - if there is two moin work, (for loops)

    if there is not impositly element then the worst case scenario is occurred. for example; nums = [1,213,4,5] in this array it looks the element and 3 element.

    4+3+2+1 > 50 (n-1).1 => 12-n eliminate lower elements.

    => n2 => 0(n2) + warst case

    test case scenario, = it finds directly

    majority element. For example: nums = [3,3,3,3,3]

    so it looks 4 elements (for loop only works four times)

    => n-1 times. => 12(n) -> bot case
- a) This algorithm finds majority element too. That is some work in the question 3. There is an array (at size N with an element repeated more than N12 number of time and the rest of element in the array can also be repeated but only are element is remarked more than N12 times.

  To remarked more than N12 times.

  For example nums array is \( \frac{1}{1} \left[ \frac{1}{1} \right] \) \( \frac{2}{3} \) \( \frac{1}{3} \) \( \fr
  - b) first and second for loop shortes in times.

    third for loop iterates in or less than in times.

    So best case and warst case are O(n) time complexity.

5) in wast case, algorithm in question 3 O(n2) but algorithm in question 4 O(n) so organism in question a is better two objection in question 3. Algorithm in question 3 fixed space is used. O(1) Algorithm in question 4 sometimes tokes a lot of space, sometimes lakes a little of memory space. For example nons [] = {1,2,110203 allocate that memory space but alpoithm in question 3 allocate only 3 many space, on the other hand, nums [] = {1,1,1,1,....13 objection in question 3 officiale bow may 15 one there, in this core Alythone complexity motes better than appointmen in question 4. of space complexity of obsider in question 3 is oci). + space completely of appointm in question 4 is O(n).

a) int fineMax (int nums [], int n) { int mox = 0, 1; for (i=o; iz n; i+t) if (umsli] > mox) rox = numbil;

return mox;

6)

Imax = fine Max (A,n) \* find Max (B, m); finds max of two list and multiplies them.

- b) find mox in the first array and keep index of this element. D Find mox in the second array and keep index of this element. I compare mox in the first array and mox in the second array 3 if mox1 > mox2, stare mox1 in the last array. I change element index of mox1 to 1x1 change element index of nort to 1x1 (during char). 5 if nox2 > mox1, store mox2 in the lost orner D change element index of mox1 to 1 \*1 (dumy chan), } iterate this algorithm (m+n) times (lepth of two armys) &
- use dyromic array for this algorithm. replacate army with n+1 size where n is the size of army. store new element 11th index of orry.
- d) allocoke new array with n-1 size. D Store all elements except that will remark element. 2) determine new array as current array. 3

- 6) time complexity of apparams.
  - o) Thre company of find Max faction O(n).

    There are two arrays so togeth are of them is n, longth are of them is m. so total complexity is O(n+m) if m>n final time complexity O(m), if n>m final time complexity O(n).
  - b) first matter takes in times due to for (200 2)

    second matter takes in times due to for (200 2)

    eighth matter takes nam times, (8)

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  - c) In good cases realise neturns some pointer (so o (1)) and in less hoppy cases it need to apy the memory cane elsewhere.

    We consider worst case O(n).
  - d) In most heap implementations, n is the number of contiguous Charles of memory the marger is handling. This is decidedly not charles of memory the marger is handling. This is decidedly not something typically under client control. So neally, unless you are something a heap, then the proper answer is that it is non-deterministic, implementing a heap, then the proper answer is that it is non-deterministic, implementing a heap, then the proper answer is that it is non-deterministic, implementing a heap, then the proper answer is that it is non-deterministic, implementing a heap, then the proper answer is that it is non-deterministic.

    For second matter in pseudocade, takes a time due to short of allering an item from array.

    So, total fine complexity for deleting an item from array.

## Algorithm for 6b:

```
void descendingOrder(int last[], int first[], int second[], int n, int m, int *s){
    int i, max1=0, max2=0, k, j, l;
    for(i=0;i<n;i++)
        if(first[i] != '*' && first[i] > max1){
           max1 = first[i];
            j = i;
    for(k=0; k<m; k++)
        if(second[k] != '*' && second[k] > max2){
           max2 = second[k];
            l = k;
    if(max1 > max2){
       last[(*s)++] = first[j];
       first[j] = '*';
    else{
        last[(*s)++] = second[l];
       second[l] = '*';
```

## Algorithm for 6d:

```
void removeElement(int arr[], int a, int n){

int * arr2 = (int*) malloc((n-1) *sizeof(int));

for(int i=0, k=0;i<n;i++)
    if(arr[i] != a){
        arr2[k] = arr[i];
        k++;
    }

arr = arr2;
for(int i=0;i<5;i++)
    printf("%d",arr[i]);
}</pre>
```