

suchen

```
int anfang=0
```

```
int ende=regal.length-1
```

```
while (anfang<=ende)
```

```
    int mitte=(anfang+ende)/2
```

```
        if (regal[mitte]==gesucht)
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```
        return mitte;
```

```
        if (regal[mitte]<gesucht)
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```
            anfang=mitte+1;
```

```
            ende=mitte-1;
```

```
return -1;
```