# Ngoc Nguyen NITK17K - 1700062

## Homework 2

#### Question

Write a program that determines whether an input string is a palindrome; that is, whether it can be read the same way forward and backward.

At each point, you can read only one character of the input string; do not use an array to first store this string and then analyse it (except, possibly, in a stack implementation).

Using asymptotic notations, determine the time complexity and space complexity of your algorithms and your overall program.

#### **Github link**

### Internal logic of the program

Consider using multiple stacks.

The homework is done in C programming language. The logic will be explained step by step based on the order of requirements in the question.

Firstly, a simple program was made to merely solve the requirement:

 Write a program that determines whether an input string is a palindrome; that is, whether it can be read the same way forward and backward

```
//Program tells if a string is a palindrome.
void palindrome (char text[]){
   unsigned long firstIndex = 0;
   unsigned long lastIndex = strlen(text) - 1;

   while (lastIndex > firstIndex) {
     if (text[firstIndex++] != text[lastIndex--]) {
        printf("%s isn't a palindrome.\n", text);
        return;
     }
   }
   printf("%s is a palindrome.\n", text);
```

```
| Section | Sect
```

Secondly, in order to fulfil the requirements:

 At each point, you can read only one character of the input string; do not use an array to first store this string and then analyse it (except, possibly, in a stack implementation).

I came up with the idea of using pointer variable dynamically allocate memory using malloc(), in which this pointer will hold the base address of the block created.

- Consider using multiple stacks.

The program applies stack implementation with push and pop operation in stack to check whether the character is similar or not beside other function to check whether the stack is full or not.

```
Created by Nguyen Le Khanh Ngoc on 22/11/2020.
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#ifndef palindrome h
#define palindrome_h
void readChar (char *str);
struct Stack;
                                    //structure defining Stack data structure
struct Stack* createStack(unsigned capacity);
int isFull(struct Stack* stack); //stack is full when top is equal to the last index
int isEmpty(struct Stack* stack);//stack is empty when top is equal to -1
void push(struct Stack* stack, char ele);//add an element to stack and then increment top index
char pop(struct Stack* stack);  //remove top element from stack and decrement top index
int isPalindrome(char *str);  //determine whether an input string is a palindrome
int isPalindrome(char *str);
void printPalindrome (int i, char *str); //print the result
#endif /* palindrome_h */
```

By following asymptotic notations, I will determine the time complexity and space complexity of my algorithms and my overall program as below. In this program, I will use big O- notation to denote the asymptotic upper bound because it gives the worst-case running time of an algorithm.

```
O(g(n)) = \{ f(n) : \text{ there exist positive constants c and } n_0 \}
              such that 0 \le f(n) \le cq(n) for all n \ge n_0 }
```

- In main.c

```
int main(int argc, const char * argv[]) {
   char *str;
   unsigned long size = 0;
   str = (char *) malloc (size); //Dynamically allocate memory using malloc()
   readChar(str);
   printPalindrome(isPalindrome(str), str); //Determines whether an input string is a palindrome
   return 0;
Space complexity
                                              Time complexity
                                              Constant time c_1 so we have O(1).
Variable *str is char type and size is
unsigned long type, hence they will take up
1 + 4 = 5 bytes.
→ Constant space complexity
```

In palindrome.c

```
void readChar (char *str){
    int i;
    printf("Enter a string: ");
    i = 0;
    char ch = getchar ();
    while(ch!='\n') {
                                       //get the string from the user by
        str[i] = ch;
                                       //using only single char variable in a loop
        i++;
        ch = getchar();
    printf("You entered the following string: %s.\n",str);
Space complexity
                                            Time complexity
Variable ch is char type and i is integer type,
                                            Statements outside the while loop: c_1 + c_2
hence they will take up 1 + 4 = 5 bytes.
                                            Statements inside the while loop take c<sub>3</sub>n +
1*n bytes of space is required for the pointer
                                            c_4 n + c_5 n
*str elements. Hence the total memory
                                            Hence, we have c_1 + c_2 + c_3 n + c_4 n + c_5 n.
requirement will be (n + 5), which is
                                            \rightarrow O (n)
increasing linearly with the increase in the
input value n.
→ Linear space complexity
struct Stack
                                       //structure defining Stack data structure
{
    int top;
    unsigned capacity;
    char *ptr;
};
struct Stack* createStack(unsigned capacity)
{
    struct Stack* stack = (struct Stack*) malloc(sizeof(struct Stack));
    stack->capacity = capacity;
    stack->top = -1;
    stack->ptr = (char*) malloc(stack->capacity * sizeof(char));
    return stack;
Space complexity
                                            Time complexity
Variable *ptr is char type and top, capacity
                                            O(1)
is integer and unsigned type, hence they
will take up 1 + 4 + 4 = 9 bytes.
```

for return value.

Hence the total memory requirement will be (9 + 9) = 18 bytes, this additional 9 bytes is

```
int isFull(struct Stack* stack){
   if(stack->top == stack->capacity - 1){
       return 1;
   } else {
       return 0;
}
int isEmpty(struct Stack* stack){    //stack is empty when top is equal to -1
   if(stack->top == -1){
       return 1;
   } else {
       return 0;
}
                                             Time complexity
Space complexity
                                             O(1) + O(1) = O(2)
The return values are all integer types,
hence they will take up 4 bytes each, so
total memory requirement will be (4 + 4) =
8 bytes.
int isPalindrome(char *str)
   unsigned int length = (unsigned int)strlen(str);
   struct Stack* stack = createStack(length);
   unsigned long mid = length / 2;  //find the mid
   for (i = 0; i < mid; i++) {</pre>
       push(stack,str[i]);
   }
   if (length % 2 != 0) {
                                           //checking if the length of the string is odd,
       i++;
```

}	
Space complexity	Time complexity
Variable ele is char type and length, i, mid is	Statement <i>length, stack</i> : c + c
integer and unsigned long/int type. Hence	Statement <i>mid</i> : c
the total memory requirement will be 1 + 4	For loop: n/2*c
+ 4 + 4 + 4 = 13 bytes, this additional 4	If: c
bytes is for return value.	While loop: $n*c + c + c$
	Whole function: c
	Hence, we have O(n)

//given string is not a palindrome

Total space complexity = n + 49. Total time complexity = O(n)

while (str[i] != '\0') {
 char ele = pop(stack);
 if (ele != str[i]){
 return 0;
 }
}

} i++;

return 1;