Pseude code

1) The program uses the graph class to create links and uses a couple of functions to calculate Ranks and store.

(1) Calculate Rank: create table 2d;

 $first_n = (\frac{1}{n})$

for (120, 123; itt){

for (j=0 ;jsweb.sizec), j++) {

var1= numer ingoing edge;

var= get incoming edge; for Clays

for (m=0, m<var-sizec), m+1){

rank = rank + (table [i-1] [varci]/

nthrowe rank

? refurn . finaltable [2]

2) Soft rank:

uses Bubble soft algorithm to Sort the vector according to initial Ranking (Ascendingly)

3) Sort Score:

ye Bubble sort algorithm to

Sort the vecdor according to the

Score (Descendingly)

Space and time complexity:

Complexity = complexity of (calculate_rank)

- + complexity of (sortRank)
- + complexity of (sort_Score)

- D Space complexity: Number of Accessing array elements

 L table sizes?
 - final table has $n \times n = n^2$ elements where n is the number of wodes in the web page graph.
 - · Number of accessing array elements:

$$T(n) = \frac{3}{2} \sum_{l=0}^{n} \frac{1}{2} \sum_{l=0}^{n} \frac{2(141)}{120}$$

 $t_{emp} = \frac{3}{120} \sum_{l=0}^{n} \frac{1}{2(141)} \sum_{l=0}^{n} \frac{3}{2(n+1)(141)}$

 $=\frac{3}{(20)}2(n+1)(|41|)$

= 8(n+1)(K+1)

K= num of

outgoing

T(n) = O(Kn)

" Bubble sort

edges

Ten)= Kn+n2+n2

 $= o(n^2)$

$$T(n) = \sum_{liw}^{3} \sum_{j=1}^{n} \sum_{m=0}^{k} 2 = o(kn)$$



) Main Data Struetures ares Vectors and Graphs.