

Heap Sort

```
def heapify(arr, n, i):
```

```
    largest = i
```

```
    left = 2 * i + 1
```

```
    right = 2 * i + 2
```

```
    if left < n and arr[left] > arr[largest]:  
        largest = left
```

```
    if right < n and arr[right] > arr[largest]:  
        largest = right
```

```
    if largest != i:
```

```
        arr[i], arr[largest] = arr[largest], arr[i]
```

```
    heapify(arr, n, largest)
```

```
def heap-sort(arr):  
    n = len(arr)
```

```
    for i in range(n // 2 - 1, -1, -1):  
        heapify(arr, n, i)
```

```
    for i in range(n - 1, 0, -1):
```

```
        arr[i], arr[0] = arr[0], arr[i]
```

heapify (arr, i, 0)

arr = [12, 11, 13, 5, 6, 7]

heap-sort(arr)

print ("Sorted array :", arr)

Time Complexity :

- Heapify : $O(\log n)$
- Building the Heap : $O(n)$
- Sorting Process : $O(n \log n)$

Overall, time complexity is $O(n \log n)$

Space Complexity :

Heap Sort is an in-place sorting algorithm, so the space complexity is $O(1)$

Q2

Depth First Search (DFS)

```
def dfs (graph, start, visited = None):  
    if visited is None:  
        visited = set()  
    visited.add(start)  
    print(start, end = " ")  
    for neighbor in graph[start]:  
        if neighbor not in visited:  
            dfs (graph, neighbor, visited)
```

```
graph = {  
    'A': ['B', 'C'],  
    'B': ['D', 'E'],  
    'C': ['F'],  
    'D': [],  
    'E': ['F'],  
    'F': []
```

```
}  
dfs (graph, 'A')
```

Time Complexity (DFS):

- DFS visits every vertex & every edge once
- $TC = O(V+E)$ where V is the number of vertices and E is the number of edges

Space Complexity (DFS)

- The space complexity is $O(V)$ due to the recursion stack in the worst case (in case of deep recursion).

Breadth First Search (BFS)

```
from collections import deque
```

```
def bfs(graph, start):
```

```
    visited = set()
```

```
    queue = deque([start])
```

```
    visited.add(start)
```

```
    while
```

```
    while queue:
```

```
        vertex = queue.popleft()
```

```
        print(vertex, end = ' ')
```

```
        for neighbor in graph[vertex]:
```

```
            if neighbor not in visited:
```

```
                visited.add(neighbor)
```

```
                queue.append(neighbor)
```

```
graph = {
```

```
    'A': ['B', 'C'],
```

```
    'B': ['D', 'E'],
```

```
    'C': ['F'],
```

```
    'D': [],
```

```
    'E': ['F'],
```

```
    'F': []
```

```
    bfs(graph, 'A')
```

Time Complexity (BFS) :

- BFS also visits every vertex & every edge once.

Time Complexity : $O(V+E)$

Space Complexity (BFS) :

BFS uses a queue, so the space complexity is $O(V)$ in the worst case.

Q3 Merge Sort

```
def merge_sort(arr):
```

```
    if len(arr) > 1:
```

```
        mid = len(arr) // 2
```

```
        left_half = arr[:mid]
```

```
        right_half = arr[mid:]
```

```
        merge_sort(left_half)
```

```
        merge_sort(right_half)
```

```
        i = j = k = 0
```

```
        while i < len(left_half) and j < len(right_half):
```

```
            if left_half[i] < right_half[j]:
```

```
                arr[k] = left_half[i]
```

```
                i += 1
```

```
            else:
```

```
                arr[k] = right_half[j]
```

```
                j += 1
```

```
                k += 1
```

```
        while i < len(left_half):
```

```
            arr[k] = left_half[i]
```

```
            i += 1
```

```
            k += 1
```

```
        while j < len(right_half):
```

```
            arr[k] = right_half[j]
```

```
            j += 1
```

```
            k += 1
```

```
arr = [12, 11, 13, 5, 6, 7]
```

```
merge_sort(arr)
```

```
print("Sorted array: " + str(arr))
```


Time Complexity

- Splitting the array : $O(\log n)$
- Merging process : $O(n)$

Thus, the overall time complexity of Merge Sort $O(n \log n)$

Space Complexity

Merge Sort require $O(n)$ auxiliary space for the temporary arrays used during the merge process.