Binary Searth. int Binary-seaseth (AII, k-y, door, high) { int mid; iy (low > high) setven(-i): mid= (lon+high)/2. y (key < A[mid])

Setnen (Binary-Search (A, Key, low, mio
else if (key > A[mid])

Setnen (Binary-Search (A, key, mid+1, high
else

setnen (mid) T(n) - T(n(2) + C $= \left( T(r/2) + C \right) + 2 \cdot C$   $= T(r/2) + 3 \cdot C$ =T'(M2K)+ K.C =T(1) + log(n)-C= (logn).