1. Placement Sort:

Time Complexity:

Task1: O(n) for sorting, radix sort. Our maximum digit is 8, due to the range of package provided. So radix sort with base 10 gives linear complexity of O(n). Task2: O(n) Searching. Even though I am applying binary search, if the number of similar element is order of n, counting the number of occurrences will take O(n) time.

Overall: O(n).

Algorithms:

Task1: Radix sort
Task2: Binary Search

Space Complexity:

Task1: O(n) Task2: O(1)

```
if (array[x].p == key) {
if (array[x].p == key) {
```

```
buckets.get(x%10).addLast(array[j]);
    array[a++]=buckets.get(q).removeFirst();
```

```
5
csb1 sara 3000000
csb3 lara 7000000
csb7 zara 4000000
csb6 vara 7000000
csb9 qara 5000000
3
6000000
csb1 sara 3000000
csb7 zara 4000000
csb7 zara 4000000
csb7 zara 7000000
csb6 vara 7000000
0
2
1
```

2. Deadline Sort:

Time Complexity: O(k), since number of digits will always be 2 if we use base k represent. In base k, 2 digits can represent up to $k^2 - 1$.

Sorting Algorithm: Radix Sort

Space Complexity: O(k) since in each pass, we need to store k elements.

```
package deadlinesort;
import java.lang.Math;
import java.util.ArrayDeque;
import java.util.Scanner;
public class deadlineSort {
    //This function implements the radix sort algorithm
    public static void dsort(int[] array, int k) {
        //auxiliary space complexity = O(k)
        ArrayList<ArrayDeque<Integer>> buckets = new ArrayList<>(k);
        for(int i = 0; i<k;i++) {
            buckets.add(new ArrayDeque<Integer>());
        }
        //total number of passes = 2
        for(int i = 0; i<2; i++) {</pre>
```

```
buckets.get(x%k).addLast(array[j]);
```

```
10 5 6 1 7 2 8 56 75 14 24 95 1 2 6 7 8 14 24 56 75 95 1 1
```

```
5
13 24 1 17 8
1 8 13 17 24
```

3. Helping Hands:

Time Complexity: O(nlogn) for sorting and O(n) for finding the minimum number of helpers required. Overall O(nlogn).

Algorithm: At first finding the lower bound and upper bound for each helper whose value is not -1. Sorting the helpers according to their lower bounds in ascending order. Sorting the helpers with similar lower bounds in descending order. In this way we receive the maximum span that starts the earliest. Next we greedily find the successive helper's span such that lower bound for it does not exceed more than one person of our current helpers span, and has the highest upper bound.

this is repeated until either we run out of helpers or our upper bound matches the maximum number of people requiring helper's help to be fed.

If after checking with all helpers our maximum upper bound does not match the number of people to be fed... we cannot feed all the people with our helpers, and return -1.

Also, if the helper with the lowest lower bound has a lower bound higher than 0, that means we cannot feed all the people and must return -1.

In all other cases, we return the number of helpers calculated in the function.

Space complexity: O(n) to store the lower bounds and upper bounds of all the helpers with value not equal to -1.

```
package helpinghands;
import java.util.*;
class p{
   int x;
   int y;}

class xsort implements Comparator{
   public int compare(p a, p b){
      if(a.x==b.x) return 0;
      else if(a.x>b.x) return 1;
      else return -1;
   }
}

class ysort implements Comparator{
   public int compare(p a, p b) {
      if(a.y==b.y) return 0;
      else if(a.y<b.y) return 1;
      else return -1;
   }
}

//0-4,5-5

public class helpingHands{
   public static int helpinHands(ArrayList<p> pairs, int k) {
```

```
mub=cub;
++minimumHelpers;
 if (mub == k) return minimumHelpers;
    p helper = new p();
```

```
pairs.add(helper);
    }
    }
    s.close();

//    for(int i=0; i<pairs.size();i++)

//         System.out.printf("%n%d %d
%n",pairs.get(i).x,pairs.get(i).y);
         Collections.sort(pairs,new xsort().thenComparing(new ysort()));

//         for(int i=0; i<pairs.size();i++)

//         System.out.printf("%n%d %d
%n",pairs.get(i).x,pairs.get(i).y);
         System.out.println(helpinHands(pairs,t-1));
}</pre>
```

```
6
-1 2 2 -1 0 0
2
-1
```

4. Free Ryloth:

Time Complexity: O(n). The algorithm run as many times as there are nodes(house) in the queue, and each house/node is queued exactly once.

Algorithm: The tree is stored as an adjacency list of nodes followed by a list of nodes it has links to. At first each node is given a level no -1. Then the source received from the input is given a level no of 0, and each of it's linked node is given a level no of one higher, that is 1. This means that, all the nodes(houses) immediately connected to the source node(house) can receive the information in one hour. Then the nodes are queued to access one by one, and exploring their immediate connections whose level no is still -1, and changing it to the level of one more than the current node(house). All the houses that received the information in the first hour can send the information to it's uninformed direct neighbours in the second hour. This process is repeated until all the houses are covered, while keeping track of the highest level reached(our level is our hour).

Then the highest level is returned.

This is similar to doing a breadth first search, using the provided node as our starting point, on a graph since tree is an acyclic graph.

Space Complexity: n*3 = O(n), because each node has maximum of three links. Parent, left child, right child.

```
package freeryloth;
               lchild = input.charAt(idx*2+1);
               rchild = input.charAt(idx*2+2);
               if (Character.isDigit((lchild))) {
   public static int spreadInfo(ArrayList<ArrayList<Character>> tree, char
            levels[i]=-1;
```

```
Math.max(maxnode, Character.getNumericValue(nodes.charAt(i)));
```

```
1 2 3 N 4 5 6 N N N 7
5
4
```

```
1 2 3 N N 4 6 N 5 N N 7 N
3
```