Problem : We can use curray to do this:

(1) initialize (m?:

create an array values of size m set all elements in values to 0

· The runing time is O(m) because it creates an array of See "m", which takes linear times related to the size of array.

initialise these?

@ update (i. x): values $[i] \leftarrow x$ undatebalues [i] < x

how is the earlier value at index is remembered?

updateCount (i) += 1 ok (to save space, this can also tatesettpdateIndex < i be one interw)

· The runing time is O(1) because the update operation involves direct occess to the array index. \lor

@ get (i):

return values [i]

The nuring time is O(1) because accessing the value at a specific index in an array is a constant - time operation.

@ undoc): what is the next index if we redo

i - latest Update Index values [i] - update Values [ii] idea / does not contain the eally values though updateCount[i]== |

The numing time is O(1) because it directly accesses the information about the latest update.

(5) reset (): values < [0] · len (values) updatebalues ([0] · ben (updatebalues) updateCount < [0] · len (updateCount) The nuring time is O(1) because it involves creating new arrays and the size of the array is constant. — u , so in fact this is 'Ohu) 6 count_undo():

neturn sum (update(ount)

The runing time is O(1) because it involves summing the elements in the "update Count array, which is constant sime.