

Date: ternarySearchCarr, 1, 1, koy): whole iz= : -> covers corner cases of assemidil == koy: return mid! -> Roturn mid! of arotmid2] == koy: return mid2 of frey < arrimedil: return ternary bear H Caro, i, mid1-1, L> Navigating to 1st path since Proy is less than mid! elet frey > arr Emid2];
return ternony Search Carr, mid2+1, p.
frey) 1> Since its > mid2 navigate to return ternorysearch (arr, mid 1+1, mid 2-1, key)

1> Navigabling to the 2nd path 84 frey

is present return

Recurrence Relation TCN) = TCN/3) +C $= T(\gamma_{3^2}) + C + C = T(\gamma_{3^2}) + 2C$ $(n/3^3) + C + C + C = (n/3^3)$ K times -> According to log Properties cn/3k) + Cole $\left(\frac{n}{3\log^n}\right)$ f C- \log^n $\left(\frac{n}{n\log 3}\right) + C.\log n$ => Ollogn) -> complexity

Sooting Comparision-based Non-companysion Sopled based sorting No comparision within the elements. Compare the Clements Enside the Array Bubble Soot 1> Count Sont 2) Selection Boot 2) Rodex Sort 3> Insertion Sort 3> Bucket sort 4) Quick Bost] Divide & conquer 5> Menge Bort module 6> Heap Soct 7) Shellsort Stable & Unotable Soot 20, 10°, 5, 15, 10°, 25, 45 20, 10, 10, 15, 20, 25, 45 > Merge sort Stable sout -> 20, 10^b, 10^a, 15, 20, 25, 45 1> Not a stable sorting Algo.

Q	ucksort	HeapSort	5	
	L> No	t stable	sorting -	Algo.
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40	nes stabl) 0× 1104	table so	XT
m	other inte	le or ung		
1.1	aller whi	a sound		
Index,	Name	Sort		11 11/11/2
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Bubble Sort
0 1 2 3 4 5 8
70, 20, 50, 30, 90, 5, 15 n=7
= 100,00,100,10
7. 7
Pass1: [20, 50, 30, 70, 5, 15], 90 Laxgest < Lost element element
Laxorest at lost
element element
Pass 2: [20, 30, 50, 5, 15], 70, 90
100 20, 30, 50, 5, 15, 40, 90
√ √
Pass 3: [20, 30, 5, 15], 80, 70, 90
Pass 3: [20, 30, 5, 15], 80, 70, 90
Pass 4; [20, 5, 15], 30, 50, 70, 90
1, 20, 0, 131, 30, 00, 10, 10
V V
Pass 5; 5, 15, 20, 30, 50, 70, 90
Corton Array
Sorted Array
n element > voorst case => (n-1) passes or iterations
or sterations
an companissans :-
(a) (c 2) 4 (n - 2) 41
(11-1) + (11-2) P (11-3)
of companysions:- $(n-1) + (n-2) + (n-3) \cdot - + 1$ $= > (n-1) \times n = O(n^2) - All$ $= > (ases)$
2
Sum of n natural numbers => n(n+1)
2

Swaps: Best case >0 worst case >(n-1)+(n-2)+...+1 $=> O(n^2)$ 10, 20, 30, 40 => Best case for swaps 40, 30, 20, 10 => worst case for Swaps Time complexity >
no. of compositions + no. of swaps $= > O(n^2)$ Why (n-1) } be get one largest rumber at each eliration & hence we get length-1, length-2 tett last cloment is reached.

Selection Sort 70, 20, 50, 30, 90, 5, 15 i=0 > Start endex men = 0 & et compares with rext endex Is used to store the Index of minimum element. Pass 15-5, 620, 50, 3099 70, 15) i=1, min=1 L> Only one swap trappens which reduces the costs. 4> Smallest number well be at ferst pass. Pass 2; 0, 2 3 4 5 6 5, 15, (50, 30, 90, 70, 20) Pass 3:0 5, 15, 20, (30, 90, 70, 50) 9=3 mm=3 Fass 4:, 2 3 4 5 6 5, 15, 20, 30, (90, 70, 50) 9=4, min=486 Pass 5: 5, 15, 20, 30, 50, 40, 90 Sooted Array

