ex.

Linear   key = 14 , 29

Val = 7, 10, 12, 14, 16, 20, 29, 37

7	10	12	14	16	20	29	37

↑ k ≠ 14 (at 7)

7	10	12	14	16	20	29	37

↑ k ≠ 14 (at 10)

7	10	12	14	16	20	29	37

↑ k ≠ 14 (at 12)

0	1	2	3	4	5	6	7
7	10	12	14	16	20	29	37

↑ k = 14 (at 14)

"index 14 is 3"

7	10	12	14	16	20	29	37

↑ k ≠ 29 (at 7)

7	10	12	14	16	20	29	37

↑ k ≠ 29 (at 10)

7	10	12	14	16	20	29	37

↑ k ≠ 29 (at 12)

7	10	12	14	16	20	29	37

↑ k ≠ 29 (at 14)

7	10	12	14	16	20	29	37

↑ k ≠ 29 (at 16)

7	10	12	14	16	20	29	37

↑ k ≠ 29 (at 20)

0	1	2	3	4	5	6	7
7	10	12	14	16	20	29	37

↑ k = 29 (at 29)

"index 29 is 6"

∴ Linear

jump of each algorithm?

∴ |14| jump 4 (index 14 is 3)

0	1	2	3	4	5	6	7
7	10	12	14	16	20	29	37

↑ k = 14 (at 14)

∴ |29| jump 7 (index 29 is 6)

0	1	2	3	4	5	6	7
7	10	12	14	16	20	29	37

↑ k = 29 (at 29)

binary Sea

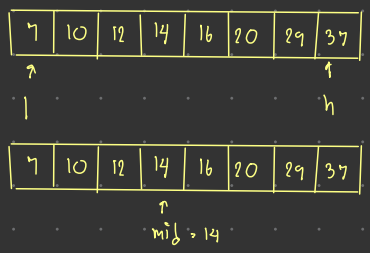
low = l

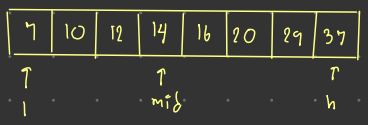
Val = 7, 10, 12, 14, 16, 20, 29, 37

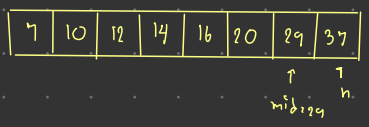
high = h

key = 14

key = 29







∴ binary Sea

jump of each algorithm?

∴ |14| Doesn't jump because it's divided in half

(ไม่กระโดด เพราะตรงครึ่งเป็น "mid = 14") by. google แปลภาษา

∴ |29| jump 3