

DAM

Analysis Algorithm

Algorithm has 3 steps:-

- (i) Problem definition
- (ii) Procedure (Mathematical definition)
- (iii) Find Result

Role of Problem Definition:-

A firm want to employ the people for management and lab jobs. For management the person must be graduated but post graduation no experience is required. General experience is 05 years to apply.

For rural sindh, balochistan, NWFP and FATA 03 years experience is required.

Discrete analysis:-

$E = \{M, F\}$ → set of gender (male, female)

maps job specific department $J = \{Mat, LB\}$, $Deg = \{MBA, Phd\}$ → degree programs

level = $\{C, PG\}$ → education level (Graduate, Post Graduate)

$Exp = \{0, \infty\}$ → Data of completion of Degree date of Birth

→ levels to range

Date:

1/12

Day:

Algo:-

Take correct data()

Process data()

Give output.

① A set of employees in a company, we want to define some properties, for jobs. For jobs person must be graduated as Manager, Engineer, and analyst.

Discrete analysis:-

$$S = \{E_1, E_2, \dots, E_n\}$$

$$D = \{M, F\}$$

$$P = \{\text{Manager, Engineer, Analyst}\}$$

$$Sal = \{0, 10000\}$$

$$E = \{\text{Yes, No}\}$$

② A set of students in a class with learning some specific subjects. For learning these subjects their ages should be specific.

Discrete analysis:-

$$S = \{S_1, S_2, \dots, S_n\}$$

$$C = \{\text{Math, Science, English}\}$$

$$G = \{M, F\}$$

$$\text{Grades} = \{0, 100\}$$

$$\text{Age} = \{0, 30\}$$

$$E = \{\text{Yes, no}\}$$

- (3) A set of cars for manufactures. For manufacturing some features must occur.

Discrete analysis:-

$$C = \{Car_1, Car_2, \dots, Car_n\}$$

$$T = \{Sedan, SUV, Truck\}$$

$$M = \{Toyota, Ford, BMW, Tesla\}$$

$$Y = \{1990, 2022\}$$

$$price \leftarrow P = \{0, 500000\}$$

$$E = \{Yes, no\}$$

- (4) A set of fruits with some Properties, we find the set of all red fruits.

Discrete analysis:-

$$F = \{Apple, Orange, Banana, cherry, Grape\}$$

$$C = \{Red, Orange, Green, Purple\}$$

$$R = \{F \in F \mid color(F) = "Red"\}$$

$$E = \{Yes, no\}$$

- (5) A set of animals in Jungle we find the set of all herbivores and mammals.

Discrete analysis:-

$A = \{ \text{Lion, Tiger, Elephant, Giraffe, Zebra} \}$

$D = \{ \text{Mammal, Reptile, Birds, Fish} \}$

$H = \{ \text{Herbivores, Carnivore, Omnivores} \}$

$MAH = \{ \text{ACA | classification(A) = "Mammal"} \}$

$\Lambda \text{ diet}(A) = \{ \text{"Herbivores"} \}$

$R = \{ \text{Elephant} \}$

Java

Java is a computer language.

characteristics of code in C.

- 1- Readability
- 2- Writeability
- 3- Extendability
- 4- Orthogonality

Syntax:-

```

Public class first {
    Public static void main (String[] args) {
        int a = 9;
        int b = 10;
        int c = 0;
        c = a + b
        System.out.println("sum is" + c);
    }
}
end main
}

```



```
① public class Main {  
    public static void main(String[] args) {  
        System.out.println("Hello World");  
    }  
}
```

② Sum two number

```
import java.util.Scanner;  
public class SumProgram {  
    public static void main(String[] args) {  
        Scanner input = new Scanner(System.in);  
        System.out.print("Enter first number: ");  
        int num1 = input.nextInt();  
  
        System.out.print("Enter second number: ");  
        int num2 = input.nextInt();  
  
        int sum = num1 + num2;  
        System.out.println("The sum is: " + sum);  
    }  
}
```

Pointers:-

No variable can be attached with any symbol other than underscore.

1GHz = Billion

→ Algo are two types

→ Hungry

→ Greedy

→ insertion sort is a hungry sort.

→ Bubble sort not hungry nor greedy path selection.

→ In greedy we have select the most optional path.

→ In hungry approach steps are reduced.

→ But force the work is done at any cost.

→ Divide and conquer algo which divide the program.

(hard real time & soft real time algo)

Types of algo
Relation of algo
with micro
" " with co
" " hard
Soft real

Types of algorithms:-

1. Brute Force Algorithm
2. Recursive Algorithm
 - (a) Divide and conquer Algorithm
 - (b) Dynamic Programming Algorithm
 - (c) Greedy Algorithm
 - (d) Backtracking Algorithm
3. Randomized Algorithm
4. Sorting Algorithm
5. Searching Algorithm
6. Hashing Algorithm

Brute Force Algorithm:-

→ Straight forward approach to problem

→