

# CPSC 335 Project 1

## **ALTERNATE ALGORITHM PSEUDOCODE:**

```
function sort_alternate(before: disk_state) -> sorted_disks
temp = before
swapCount = 0

for i = 0 to temp.light_count() - 1 do
  for j = 0 to temp.total_count() - 2 do
    if temp.get(j) > temp.get(j + 1) then
      temp.swap(j)
      swapCount = swapCount + 1
    end if
  end for
end for
return sorted_disks(disk_state(temp), swapCount)
end function
```

## **ALTERNATE ALGORITHM TIME COMPLEXITY:**

In the given algorithm, the outer loop iterates  $n/2$  times ( $n$  is the total count of the disks), and the inner loop iterates  $n-1$  times. Each iteration of the inner loop performs constant time operations, so the total number of operations performed by the algorithm is  $(n/2) * (n-1)$ , which simplifies to  $(n^2 - n) / 2$ . We can drop the lower term ( $-n$ ) and the constant factor ( $1/2$ ), and say the time complexity of the given algorithm is  $O(n^2)$ . Therefore, we can conclude that the time complexity of the given algorithm is  $O(n^2)$ .

## **ALTERNATE ALGORITHM TIME STEP COUNT:**

The Alternate algorithm has a time complexity of  $O(n^2)$  because it uses nested loops to iterate over all pairs of disks and swaps them if they are out of order. The outer loop iterates  $n$  times, where  $n$  is the number of light disks in the input, and the inner loop iterates  $n-1$  times, where  $n$  is the total number of disks in the input. Therefore, the step count for this implementation is roughly proportional to  $n^2$ .

## **LAWNMOWER ALGORITHM PSEUDOCODE:**

```
function sort_lawnmower(before: disk_state) -> sorted_disks
temp = before
swapCount = 0
isIncrementing = true
```

```

for i = 0 to temp.light_count() - 1 do
  if i % 2 == 0 then
    isIncrementing = true
  else
    isIncrementing = false

  if isIncrementing then
    start = 0
    end = temp.total_count() - 2
    increment = 1
  else
    start = temp.total_count() - 2
    end = 0
    increment = -1

  for j = start to end step increment do
    if temp.get(j) > temp.get(j + 1) then
      temp.swap(j)
      swapCount = swapCount + 1
    end if
  end for
end for
return sorted_disks(disk_state(temp), swapCount)
end function

```

### **LAWNMOWER ALGORITHM TIME COMPLEXITY:**

The given algorithm is an implementation of the Lawnmower sorting algorithm. The given algorithm iterates the outer loop  $n/2$  times ( $n$  is the total count of the disks), and the inner loop also iterates  $n/2$  times, resulting in a total of  $n^2/4$  iterations. Since each iteration of the inner loop performs constant time operations (comparisons, swaps, and increments), the time complexity of the algorithm is  $O(n^2)$ . Therefore, we can conclude that the time complexity of the given algorithm is  $O(n^2)$ .

### **LAWNMOWER ALGORITHM TIME STEP COUNT:**

The outer loop iterates  $n/2$  times. The inner loop iterates  $n-1$  times for each outer loop iteration, where  $n$  is the number of total disks in the input. Therefore, the total number of iterations is  $n^2/2$ .

**OnlineGDB** beta

online compiler and debugger for c/c++

code. compile. run. debug. share.

IDE

My Projects

Classroom new

Learn Programming

Programming Questions

Sign Up

Login

 97.3K

  
Build and deploy Node.js,  
Java, and Python apps  
with Azure.  
ADS VIA CARBON

main.cpprubricstest.hppdisks.hpp

```
1 //////////////////////////////////////////////////
2 //GROUP MEMBER:
3 //WILLIAM LUA
4 // disks.hpp
5 //
6 // Definitions for two algorithms that each solve the alternating disks
7 // problem.
8 //
9 // As provided, this header has four functions marked with TODO comments.
10 // You need to write in your own implementation of these functions.
11 //
12 //////////////////////////////////////////////////
13
14 #pragma once
15
16
17
18 #include <algorithm>
19 #include <cassert>
20 #include <cstdint>
21 #include <sstream>
22 #include <string>
23 #include <vector>
24 #include <functional>
25 #include <iostream>
26
27 enum disk_color { DISK_LIGHT, DISK_DARK};
28
29 class disk_state {
30 private:
31     std::vector<disk_color> _colors;
32
33 public:
34     disk_state(size_t light_count)
35         : _colors(light_count * 2, DISK_LIGHT) {
36
37         assert(light_count > 0);
38
39         for (size_t i = 1; i < _colors.size(); i += 2) {
40             _colors[i] = DISK_DARK;
41         }
42     }
43 }
```

input

disk\_state still works: passed, score 1/1  
sorted disks still works: passed, score 1/1  
disk\_state::is\_initialized: passed, score 3/3  
disk\_state::is\_sorted: passed, score 3/3  
alternate, n=4: passed, score 1/1  
alternate, n=3: passed, score 1/1  
alternate, other values: passed, score 1/1  
lawnmower, n=4: passed, score 1/1  
lawnmower, n=3: passed, score 1/1  
lawnmower, other values: passed, score 1/1  
TOTAL SCORE = 14 / 14

...Program finished with exit code 0  
Press ENTER to exit console.

About • FAQ • Blog • Terms of Use • Contact  
Us • GDB Tutorial • Credits • Privacy  
© 2016 - 2023 GDB Online