

Tutorial 3 Complexity and Sorting

1. [Not very complex complexity] Give the big-O for following code fragments

a.	<pre>for (int i = 0; i < n; i++) for (int j = 0; j < n; j++) <2 operations></pre>
b.	<pre>for (int i = 0; i < n; i++) for (int j = 0; j < 2; j++) <5 operations></pre>
c.	<pre>for (int i = 0; i < n; i++) for (int j = n - 1; j >= i; j--) <4 operations></pre>
d.	<pre>i = 1; j = 0; while (j < n){ if (i % n == 0){ j++; <1 operation> } i++; }</pre>

2. [Selection Sort] Trace the working of selection sort on the following array. You can use the given table to show the changes after each outer-loop iteration. Indicate clearly the largest item, the location of the largest item for each iteration.

56	12	34	19	18	79	25	31

3. [Bubble Sort Version 3.0] Let us see how bubble sort can be further improved.
- [What's the issue?] Try sorting an array like {2, 3, 4, 5, 1}. How many outer-loop iteration do we need? Identify the issue with the standard bubble sort algorithm.
 - [Solve the issue] Solve the issue posed by (a). Hint: It is like bubble sort with a twist....
 - [Analyzing the change] Did we improve the big-O of bubble sort?
4. [Sorting is general] For simplicity, sorting is almost always taught using an integer array. However, it should be clear that the sorting algorithms can be easily generalized. Let us take the **insertion sort** code as a case study in this question.
- [What to change?] Identify all necessary changes for the insertion sort code if we need to sort a different type of array (e.g. an array of student records / double values / strings etc). Whenever possible, focus more on the higher level requirement ("**what kind of operation is needed?**") rather than low level details ("**how do I write this in C++?**")
 - [Actual change] Using your findings in (a), change the **insertion sort** to work on an array of **fraction** structure as defined below:

```
struct Fraction {  
    int num, den;  
};
```

Note: You should avoid converting the fractions into a floating point values for comparison.

Note₂: Use the provided **Q4-Template.cpp** to actually code it out!