Sqrt of Num

I/p → Number → x

o/p → $\sqrt{x}$ → ans

I/p → 25 → $\sqrt{25}$ → 5 → o/p

I/p → 36 → $\sqrt{36}$ → 6

I/p → 50 → $\sqrt{50}$ → 7 → nearby

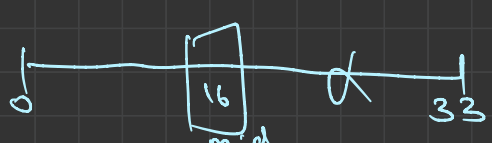
for Ex → I/p → 68

I create my own search space

from 0 → 68

0+68/2 = 34 = mid

34 * 34 <= 68 ✓



0+33/2 = 16

16 * 16 <= 68 ✓

0 + 15 / 2 = 7

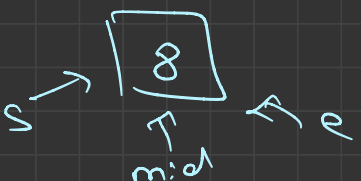
7 * 7 <= 68 ✓

ans = 7

8 + 15 / 2 = 11

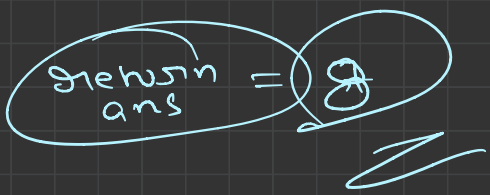
11 * 11 <= 68 ✗

9 * 9 <= 68 ✗



8 * 8 <= 68 ✓

ans = 7



Solve using Precision ← using looping

$\sqrt{68} \Rightarrow 8.246$

We already find this

0.1

$\Rightarrow$ add

$8 \rightarrow .1 \Rightarrow (8.1)^2 \leq 68$ true/save

$8 \rightarrow .2 \Rightarrow (8.2)^2 \leq 68$ true/save

$8 \rightarrow .3 \Rightarrow (8.3)^2 \leq 68$ false

we find 8.2 now move further

0.01

$8.2 \rightarrow .01 \Rightarrow (8.21)^2 \leq 68$

$\Rightarrow$ $8.2 \rightarrow .04 \Rightarrow (8.24)^2 \leq 68$

0.001 Move further

$8.24 \rightarrow .001 \Rightarrow (8.241)^2 \leq 68$

$\Rightarrow$ $8.24 \rightarrow .006 \Rightarrow (8.246)^2 \leq 68$

we find 8.246

```
double morePrecision (int n, int precision, int temp)
{
    double factor = 1;
    double ans = temp;

    for (int i = 0; i < precision; i++)
    {
        factor = factor / 10;

        for (double j = ans; j*j < n; j+=factor)
        {
            ans = j;
        }
    }
}

morePrecision (68, 3, 8);
```

```
#include <bits/stdc++.h>
int sqrt(long long n){
	int s = 0;
	int e = n/2;

	int m = s + (e-s)/2;

	int ans = -1;

	while(s <= e){
		if((m*m) <= n){
			ans = m;
			s = m+1;
		}
		else{
			e = m-1;
		}
		m = s + (e-s)/2;
	}
	return ans;
}

double morePrecision(int n, int precision, int temp){
	double factor = 1;
	double ans = temp;

	for(int i = 0; i < precision; i++){
		factor = factor/10;
		for(double j = ans; j*j <= n; j+=factor){
			ans = j;
		}
	}
	return ans;
}



double squareRoot(long long n, int d) {
	int temp = sqrt(n);
	double ans = morePrecision(n,d,temp);
	return ans;
}
```