Problem 1)

The code for this would look like: for (int i = 0; i < n; i++) {

- a. The basic operations performed are: Print a Star, print a new line, print a blank space
- b. For the specific output shown above:
 - -15 Stors are prinked
 - -5 lines are created
 - -10 lings are printed

we notice a pattern here:

Number of stars $\frac{n \cdot (n+1)}{2}$ Number of lines N

d) Each for loop is linear, so it takes O(n) time. Having nested for loops makes if non=n2 amount of operations we need to do. Hence, nested for loop make this O(n2) time.

Problem 2)

- a) The basic operations would be:
 - addition of on the student scores to a single volve
 - · division of that value by number of students to get average value
- b) The worst case running time is:
 - · C exams and \ Students > C + r additions
 - · C exams -> C divisions
- c) big 0 running the is O(rc)
- d) This is linear because is is the input size, and the run time is lineary proportional to that.

Problem 3)

for this question, 4 arrays should be created with length 13 each.

each suit is assigned an away, and the cord valve number corresponds to an index

ace > index 0

27 index 1

3 -7 index 2

:

jouer - index 10

green > Index 11

king -> index 12

· Worst case big 0 run time is $O(1) \rightarrow 1$ inear time

Linear time because we are only reading the value and assigning it to a certain index

- basic operations are reading the value and sending it to its away index
- · Since it is constant, average by 0 running time is some as worst case

Problem 4)

J.

- a) the worst case big 0 running time is 0(nm). This happens when there are no songs in common so you need to go through both lists entirely.
- The basic operations are:
- b) the best case big 0 run time is:

maximum common songs \Rightarrow min(m,n) hence the big 0 would be $O(\min(m,n)^2)$

2. Using ment-sort,

the worst can would be: O(mlogm) + O(nlogn) + O(mtn) = O(mlogm + nlogn)the best can would be: O(mlogm) + O(nlogn) + O(mtn) = O(mlogm + nlogn)

these are actually the same

to make it as fast algorithm as possible, we should:

- make another army and sum the distance from the stout to that specific exit

for example, the distances are represented as: {5, 3, 4, 2, 8, 6}

Summing the distances to the exit give vs: $S=\{5, 8, 12, 14, 22, 28\}$

in this away, Index 0 corresponds to distance from entrace to exit 1

Index 1 corresponds to distance from entrace to exit 2

Index 2 corresponds to distance from entrace to exit 3

Index 3 corresponds to distance from entrace to exit 4

Index 4 corresponds to distance from entrace to exit 5

Index 5 corresponds to distance from entrace to exit 6

finding the distance from exit; to exit; is just one operation:

SCIJ-SCIJ -> this will take constant time

we notice that:

to create the 5 away, it takes O(n) time because each operation takes O(1) time and we must do it in times

once he have the 5 away, finding the distances is just a subtraction so It takes O(1) time