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BSE-5A

## Assignment No 2 :-

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### QUESTION No 1 :-

a) int FindDuplicate (int array, size)

```
    {
        for (int i=0 ; i < size ; i++)
            for (int j=0 ; j < size ; j++)
                if (array[i] == array[j] && i != j)
                    return array[i];
    }
    return -1 ;
```

$O(n^2)$   $O(n)$   $O(n)$   $O(n^2)$

$O(n^2)$  indicate no duplicate element found

- b) • First Find maximum number of an array.
- Create duplicate array of size = maximum number.

```
int FindDuplicate (array, size)
{
    int max = max-num (array, size);
    int count [max];
    for (int i=0 ; i < max ; i++)
        count [i] = 0;
    int i, flag = 0, j = 0;
    for (i=0 ; i < size ; i++)
    {
        count [array[i]]++;
        if (count [array[i]] > 1)
        {
            flag = 1; break; j = i; break;
        }
    }
    if (flag == 0)
        return -1;
    else
        return array[j];
}
```

$O(n)$   $O(n)$  if not found if found return that element

$O(n)$

## QUESTION No 2:

a) First sort array using merge sort in  $(n \log n)$ .

• Now to apply zig-zag attribute use.

```
void int j=0; temp;
```

```
for (i=0; i < size; i=i+2) →  $O(n)$ 
```

```
{ j=i;
```

```
temp = array[i];
```

```
array[i] = array[i+1];
```

```
array[j] = temp;
```

```
}
```

$O(n \log n)$ .

b) void Arrange (array, size).

```
int flag = 0;
```

```
for (int i=0; i < size-1; i++) →  $O(n)$ 
```

```
{ if (flag == 0)
```

```
{ if (array[i] < array[i+1])
```

```
swap (array[i], array[i+1]);
```

```
}
```

```
else
```

```
{ if (array[i] > array[i+1])
```

```
swap (array[i], array[i+1]);
```

```
}
```

```
flag = 1;
```

```
}
```

$O(n)$ .

## QUESTION No 2:

a) First sort array using merge sort in  $(n \log n)$ .

• Now to apply zig-zag attribute use.

```
void int j = 0; temp;
```

```
for (i = 0; i < size; i = i + 2) →  $O(n)$ .
```

```
{ j = i;
```

```
temp = array[i];
```

```
array[i] = array[i + j];
```

```
array[j] = temp;
```

```
}
```

$O(n \log n)$ .

b) void Arrange (array, size).

```
int flag = 0;
```

```
for (int i = 0; i < size + 1; i++) →  $O(n)$ 
```

```
{ if (flag == 0)
```

```
{ if (array[i] < array[i + 1])
```

```
swap (array[i], array[i + 1]);
```

```
}
```

```
else
```

```
{ if (array[i] > array[i + 1])
```

```
swap (array[i], array[i + 1]);
```

```
}
```

```
flag = 1;
```

```
}
```

$O(n)$ .



## QUESTION No 3:-

```

→ int calculate_square (int num).
    int res = 0;
    for (int i = 0; i < num; i++)
        res = res + num;
    → O(n)

```

```

    return res;
}
O(n).

```

```

→ int calculate_square (int num).
    if (num == 0) return 0;
    if (num < 0) num = -num;
    int divide = num >> 1;
    if (num <= 1)
        return ((xxx calculate_square(divide) * 2) +
                (divide * 2) + 1);
    else
        return (calculate_square(divide) << 2);
}
O(log n):

```

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#### QUESTION No 4:

→ int Max-SubArray-Sum (array, size)

int maxsum = 0, sum = 0;

for (int i=0; i<size; i++)

{ sum += array[i];

if (maxsum < sum)

maxsum = sum;

if (sum < 0)

sum = 0;

} return maxsum;

#### → QUESTION No 5:-

Binary Search  $O(\log n)$ .

a) int BinarySearch (array, L, r, key)

{ if (L < r)

mid = (L+r)/2;

if array[mid] == key

return mid;

else if (array[mid] > key)

return BinarySearch (array, L, mid-1, key);

else if (array[mid] < key

return BinarySearch (array, mid+1, r, key);

}

suppose Array of 11 element :-

int array[11] = { 2, 4, 5, 6, 7, 8, 12, 13, 14, 18, 20 }

key = 18

• L=0 ; r=11 ; mid =  $0+11/2 = 5$  ; array[5] < key ;  $8 < 18$ .

→ 8 12 13 14 18 20



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•  $L = 6$  ;  $r = 11$  ,  $mid = \frac{6+11}{2} = 8$  ,  $array[8] < key$  ,  $\therefore 14 < 18$ .  
 $\rightarrow$  14 18 20

•  $L = 9$  ;  $r = 11$  ;  $mid = 10$  ,  $array[10] > key$  ,  $10 > 18$ .  $\rightarrow$  14 18 20  
 •  $L = 9$  ;  $r = 10$  ;  $mid = 9$  ,  $array[9] = key$  ,  $18 = 18$ .  $\rightarrow$  18 20.

b) jump Search :  $O(\sqrt{n})$

```
int jump-search (int a[], int size, int key.)
```

```
{ int i = 0;
```

```
  int step = sqrt (size);
```

```
  while (step < size && a[step] <= key)
```

```
  { i = step;
```

$\rightarrow$  store prev value of step.

```
    step = step + sqrt (size);
```

```
    if (step > size-1)
```

```
      return -1;
```

```
  }
```

```
  for (int x = i; x < step; x++)
```

```
  { if (a[x] == key)
```

```
    return x;
```

```
  }
```

```
  return -1;
```

```
}
```

$n$  = array size.

①  $int\ a[11] = \{ 2, 4, 5, 6, 7, 8, 12, 13, 14, 18, 20 \}$ .

$\sqrt{11} = 3$ .

step = 3

2  $int\ a[11] = \{ 2, 4, 5, 6, 7, 8, 12, 13, 14, 18, 20 \}$ .

step = step +  $\sqrt{11}$

step = 6

$int\ a[11] = \{ 2, 4, 5, 6, 7, 8, 12, 13, 14, 18, 20 \}$ .

$\rightarrow$  step 9:

18 = key.

→ Pros And Cons :-

(i) Binary Search →  $O(\log n)$   
 jump Search →  $O(\sqrt{n})$

(2) In jump search we traverse the array exactly once  
 no recursive call.

• But in binary search, we traverse the back array which  
 make it  $O(\log n)$  every time.

b) Interpolation Search :-

Interpolation search is an improvement of Binary search.  
 It searches the element in range which has higher  
 probability of getting having the key element.

```
int interpolation-search (a[], size, key)
{
    int start, end, pos;
    start = 0;
    end = size - 1;
    while (start <= end && key >= a[start] && key <= a[end])
    {
        pos = start + (double(end - start) / (a[end] - a[start])) *
            (key - a[start]);
        if (a[pos] == key)
            return pos;
        if (a[pos] < key)
            start = pos + 1;
        else
            end = pos - 1;
    }
    return -1;
}
```



## → Exponential Search:-

Exponential search is based on binary search. Find element on the basis of range and has two stages. First is to find the range and second is to find the element in the range using binary search.

## QUESTION NO 6:-

## Heap Sort:-

```

→ void heap-sort (int a[], int size)
{
    for (int i = (size/2) - 1; i >= 0; i--)
        heap-adjust (a, size, i);
}

```

```

    for (int i = size - 1; i >= 0; i--)
    {
        int swap = a[0];
        a[0] = a[i];
        a[i] = swap;
        heap-adjust (a, i, 0);
    }
}

```

↑.

```

→ void heap-adjust (int a[], int size, int i)
{
    int largest = i;
    int left = 2 * i + 1;
    int right = 2 * i + 2;

```

```

    if (left < size && a[left] > a[largest])
        largest = left;

```



```

if (right < size && a[right] > a[largest])
    largest = right;

```

```

if (largest != i)

```

```

{

```

```

    int swap = a[i];

```

```

    a[i] = a[largest];

```

```

    a[largest] = swap;

```

```

    heap_adjust(a, size, largest);

```

```

}

```

```

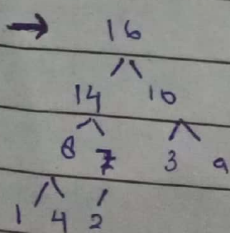
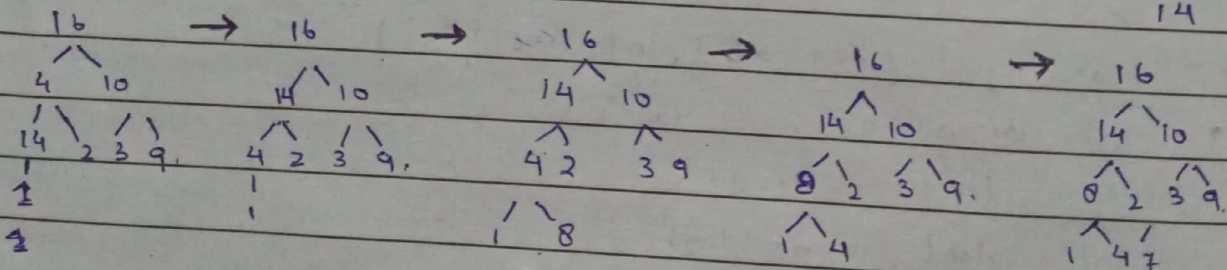
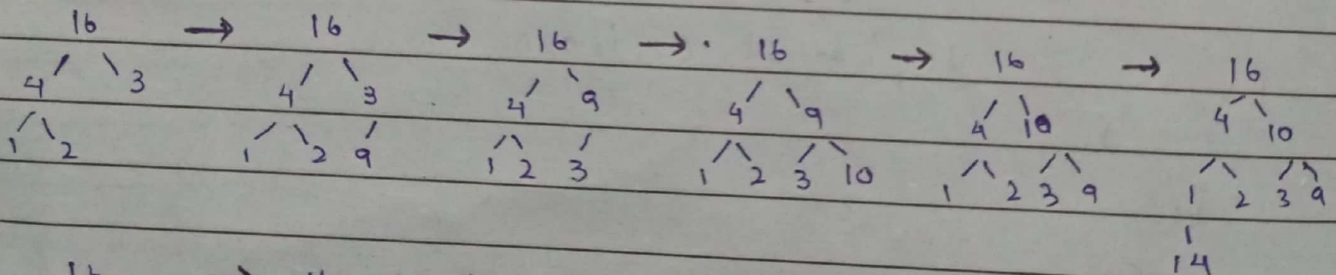
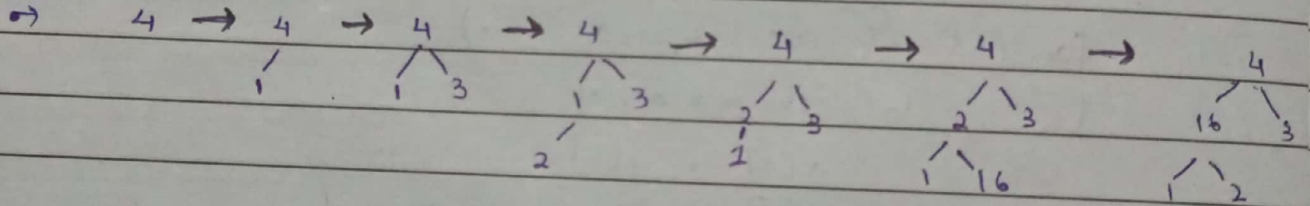
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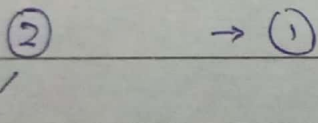
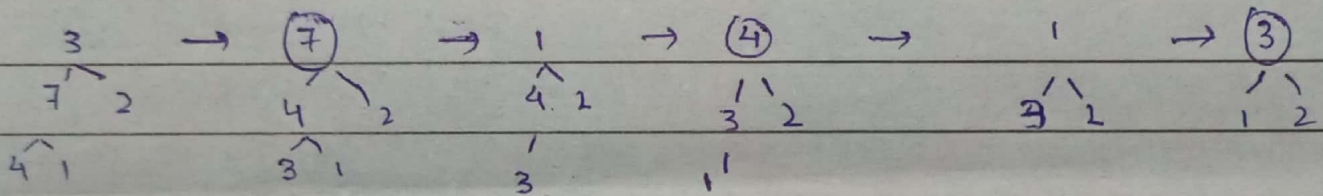
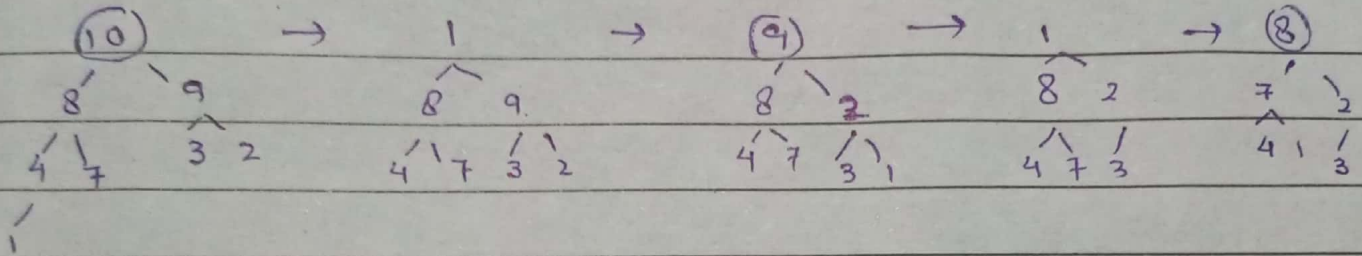
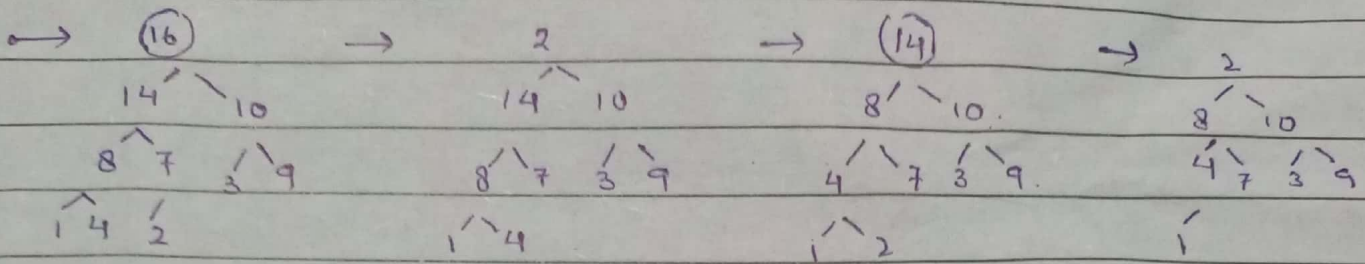
```

Apply heap Sort :-

4, 1, 3, 2, 16, 9, 10, 14, 8, 7.

start





Sorted Array.

$\rightarrow 1, 2, 3, 4, 7, 8, 9, 10, 14, 16$