## EECS 233 HW8

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GitHub: https://github.com/bp0017/CWRUEECS233/tree/master/HW8

## 1 Question 1: Program Output

#### 1.1 A

```
C:\Users\bp001\Documents\EECS223\HW8>java BinarySearcher Searching for numbers in an array. Is -1 in the array? No.
```

Is 0 in the array? No.

Is 1 in the array? No.

Is 2 in the array? Yes, at index [0].

Is 3 in the array? No.

Is 4 in the array? Yes, at index [1].

Is 5 in the array? No.

Is 6 in the array? Yes, at index [2].

Is 7 in the array? No.

Is 8 in the array? Yes, at index [3].

Is 9 in the array? No.

Is 10 in the array? Yes, at index [4].

Is 11 in the array? No.

Is 12 in the array? Yes, at index [5].

Is 13 in the array? No.

Is 14 in the array? Yes, at index [6].

Is 15 in the array? No.

Is 16 in the array? No.

Searching for 0 in an empty array: Not found.

End of searching.

#### 1.2 B

```
Searching for numbers in an array.
```

- Is -1 in the array? Searching before 3 Searching before 1 Searching before 0 No.
- Is 0 in the array? Searching before 3 Searching before 1 Searching before 0 No.
- Is 1 in the array? Searching before 3 Searching before 1 Searching before 0 No.
- Is 2 in the array? Searching before 3 Searching before 1 Found at index 0
- Is 3 in the array? Searching before 3 Searching before 1 Searching after 0 No.
- Is 4 in the array? Searching before 3 Found at index 1
- Is 5 in the array? Searching before 3 Searching after 1 Searching before 2 No.
- Is 6 in the array? Searching before 3 Searching after 1 Found at index 2
- Is 7 in the array? Searching before 3 Searching after 1 Searching after 2 No.
- Is 8 in the array? Found at index 3
- Is 9 in the array? Searching after 3 Searching before 5 Searching before 4 No.
- Is 10 in the array? Searching after 3 Searching before 5 Found at index 4
- Is 11 in the array? Searching after 3 Searching before 5 Searching after 4 No.
- Is 12 in the array? Searching after 3 Found at index 5
- Is 13 in the array? Searching after 3 Searching after 5 No.
- Is 14 in the array? Searching after 3 Searching after 5 No.
- Is 15 in the array? Searching after 3 Searching after 5 No.
- Is 16 in the array? Searching after 3 Searching after 5 No.

Searching for 0 in an empty array: Not found. End of searching.

## 2 Question 2

#### 2.1 A

[1,3,2,4,6,5] Target = 1.

#### 2.2 B

If the array was checked to be sorted before the search, the total runtime would be  $N + \log_2 N = O(N)$  because the time to verify that an array is sorted is linear time, plus the time to search. This equals O(N) because N time is larger then  $\log_2 N$ .

## 3 Question 3

### 3.1 A

Key	Calculation	[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]	[9]	[10]	[11]	[12]
1	1%13 = 1		1											
2	2%13 = 2		1	2										
12	12%13 = 12		1	2										12
13	13%13=0	13	1	2										12
14	14%13=1	13	1	2	14									12
130	130%13=0	13	1	2	14	130								12
1212	1212%13=3	13	1	2	14	130	1212							12
1301	1301%13=1	13	1	2	14	130	1212	1301						12
1300	1300%13=0	13	1	2	14	130	1212	1301	1300					12

#### 3.2 B

Key	Calculation	[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]	[9]	[10]	[11]	[12]
1	1%13 = 1		1											
2	2%13 = 2		1	2										
12	12%13 = 12													12
13	13%13=0	13	1	2										12
14	14%13=1, 14%11=3	13	1	2		14								12
130	130%13=0, 130%11=9	13	1	2		14					130			12
1212	1212%13=3, 1212%11=2	13	1	2	1212	14					130			12
1301	1301%13=1,1301%11=3	13	1	2	1212	14			1301		130			12
1300	1300%13=0, 1300%11=2	13	1	2	1212	14		1300	1301		130			12

# 4 Question 4

 $C: \ Users \ bp001 \ Documents \ EECS223 \ HW$ java Table2

Trying index [1]

Trying index [2]

Trying index [12]

Trying index [0]

Trying index [1]

Trying index [2]

```
Trying index
              [3]
Trying index
               [0]
Trying index
              [1]
Trying index
               2]
Trying index
              [3]
Trying index
              [4]
Trying index
               [12]
Trying index
               [0]
Trying index
               [1]
Trying index
              [2]
Trying index
               [3]
Trying index
               [4]
Trying index
               [5]
Trying index
               [1]
Trying index
               [2]
Trying index
               [3]
Trying index
              [4]
Trying index
               [5]
Trying index
               6
Trying index
              [0]
Trying index
              [1]
Trying index
               [2]
Trying index
               [3]
Trying index
              [4]
Trying index
              [5]
Trying index
               [6]
              [7]
Trying index
[0] [1] [2] [3] [4] [5]
                          [6] [7] [8] [9] [10] [11] [12]
13 1 2 14 130 1312 1301 1300 null null null null 12
```

# 5 Question 5

```
C:\Users\bp001\Documents\EECS223\HW8>java DoubleHash
Trying index [1]
                  for 1
Trying index
              [2]
                  for 2
              [12] for 12
Trying index
Trying index
              [0] for 13
              [1]
Trying index
                  for 14
Trying index
              [4]
                  for 14
Trying index
              [0]
                  for 130
Trying index
             [9]
                  for 130
```

```
Trying index
              [3]
                  for 1212
Trying index
               1]
                  for
                      1301
Trying index
              [4]
                  for 1301
Trying index
               7]
                  for
                      1301
Trying index
               0]
                  for
                      1300
               [2]
Trying index
                  for
                      1300
Trying index
               [4]
                   for 1300
Trying index
              [6]
                  for 1300
[0][1][2][3][4][5][6][7][8][9][10][11][12]
13 1 2 1212 14 null 1300 1301 null 130 null null 12
```

## 6 Question 6

#### 6.1 A

The run time for adding N values to a hash table with no collisions is O(N), because each value in N is being inserted with a single assignment operation, so the total runtime is 1 \* N or O(N)

#### 6.2 B

The runtime of finding a single value to a hash table with no collisions is O(1), because it is a single operation. This is because the hash value is the index where the key is found, due to the assumption of no collisions.