pay 7 two pointers. I maternatice

(i) cieve of erathocenes.

and -1 & prime Number with only 2 factors, are not prime numbers. I and the number of itself

factors. rumble which gives modulo o, when it divides X.

2 is a factor of 6 since

\* finding whether a number is prime or not

loop from 2 to In, if any number divides a completely, then is not prime.

if A < VF, then B > JF . if A is cheeted, therefore corresponding & is also cheeted.

\* sieve: away color ranging from 0 to N.

all prime humber indices are marked by true.

and composite number indices are marked by

false.

so we initiate a bool array of req. size.

and mark all values from 2 to the range-1 as thre.

Now looping from 2 to range-1. if the

whent index is true, we dred if it is prime f

then made its multiple as false and so on.

I time complexity

no of operations performed

\* (i) nlogn \* (ii) nloglogn (tighta

< N 5 1 by integration

< N WgH

(ii) nloglegN → Merter's theorem tighter bound

i= 2 to √N

 $\frac{2}{N} + \frac{3}{N} + \frac{5}{N} + \frac{7}{N} + \frac{1}{N} + \frac{1}{N} + \cdots$ 

= N(1+1+1+1)

Vir tueme

of first N po terms of such a series is log log N.

Here N= VN ;: Loglog N'2

I'l Loglog N

O (M had poly M)

airen if J, find the sum of factors of h where Q. have an number 1 between if v. 00000000000

¿ num-foctorsck). ocn ">

for each term , rather than marking false , we increase the aint at each multiple of their it is done at all numbers of not only prime

> then commuct a prefix surraway. to make the query of the order of (1)

prefix sum: cdf for i, then submact Ali] from ACTI, to get the sum of eliments from i to j.

Another method: multiplication principle.

C

6

6

UPPER PREPER

The number of factors for any number is amount multiplication of (1+ni) where ni is the ith prime factor's power.

a create a siece with the max prime factor for each humber

## (ii) segmented sieve

when the given rounge of R is >106. Then creating a conventional sieve won't be possible and there conver the concept of segmented sieve, when we are given a rounge between unich the primes are supposed to be generated, where the R-L for the rounge & 106.

looping from 2 to NR and marking an multiples in range L to K as false.

a sieve from range 2 to TR to hind primes and for all primes in these range, mark multiples in the given range as false.

(This will return us the required away.

giving us all prime in the given

range.)

obcd

abde

acbd acdb adbc

adcb bacd

page

bcoo

bed bda bdc

Cba

c bd

```
rank of permutation of letters (all letters are unique)
                                                     abc
                   abc
                                                    ach
                                                    600
                    n! permutations
                  given any premulation of the above string,
                       we need to tell overtim their, rounk
                                                ( solving recursively)
                   rank of bea -> 4
C
                 rank of 1st letter as compared to other letters
     obed 1
                       of the string.
     abdic 2
                    (rank-1) * (n-1)! + (rank of ca)
     acbd 3
C
     ocdb 4
     adbe 5
-
      adcb 6
                   for bea, rank = 2,
      bacd 7
                         1 2 + (rant of ca) 1 + 2 + 2
6.5
      bode 2
      bead 9
      bedo 10
                      for ca, ranc = 2
6
      bdac 11
                        14 1+ (rank of a) = 1 = 2
bolca 12
       cabd 13
       Cad b 114
       coad 15 x
                      for ac, rank = 1
       c bda (16
C
                         0 1 1 (rank of c) = 1 = 1
A Andrews
              cbda
6
                                                      31 = 6
              rank of c = 3
                                                      24644 16
2 * 31+ rank of bda
                                                       1214 316
                                    + rank of da
                                          1 + 11 + rank of a
```

when there are no duplicates, then for any given the string with a given stouting character (n-1)! permutations are given.

So once the rank of the starting element is calculated, we can find the permutations before that using

(rank-1) (n-1)1

elements before it and their corresponding permutation som.

(iii) two pointes concept

(Window in the away sort of questions)

Q airen a sorted array, you need to find if there are two elements in the given away whose sum is equal to a given number le.

i.e. ACI]+ACT] -k, where itJ.

approach 1

one ptratslast i, one ptrat end I

maintain som of no. a at the two O(N) addresses, if some k, incrementi  $\alpha(1)$ else decrement J. Do this tile i = = J.

approach 2: for each element, find k-ACi] element in the away.

ochlogn), oci)

3

3

5

6 3

Q. Now Alij - ALJ = K.

C 3

6 3

**6** 3

CS

CO

C

**C** 3

C 3

Commence

Samuel S

5

e put both ptrs at o, and I and check diff.

if diff is less than k, then move i, else

move J, till toeto. J < N, if i >= J at

any point, then make J > it I.

if the same approach as the last question then ambiguity arrived how to reasonake a decision to move in cutain direction, since movement from both direction had to reduction in difference