

**DESIGN AND ANALYSIS OF ALGORITHMS**  
**LAB WORKBOOK**  
**WEEK - 1**

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Section : CSE-B

1.write program to find sum on n natural numbers using user define function.

**Code:**

```
#include<stdio.h>
int sumOfNaturalNumbers(int n){
    int i,sum=0;
    for(i=1;i<=n;i++){
        sum+=i;
    }
    return sum;
}
int main(){
    int n;
    printf("Enter the no.of natural numbers:");
    scanf("%d",&n);
    int z;
    z=sumOfNaturalNumbers(n);
    printf("%d\n",z);
    return 0;
}
```

**Output:**

```
21amma@amma25:~$ gcc -o c1 c1.c
amma@amma25:~$ ./c1
Enter the no.of natural numbers:6
21
```

**Justification:**

In main()

Int n- 4 bytes

Int i- 4 bytes

Int sum- 4 bytes

Total main() = 12 bytes

In sumOfNaturalNumbers()

Int i- 4 bytes

Int sum- 4 bytes

Total in function = 8 bytes

Total memory used:

$12 + 8 = 20$  bytes (constant)

**Space Complexity =  $O(1)$**

Because the program uses a fixed amount of space.

2. write a program to find sum of squares of first n natural Numbers

**Code:**

```
#include<stdio.h>
int main(){
    int n;
    printf("Enter the value:");
    scanf("%d",&n);
    int i,sum=0;
    for(i=1;i<=n;i++){
        sum+=i*i;
    }

    printf("%d\n",sum);
    return 0;
}
```

**Output:**

```
amma@amma25:~$ gcc -o c2 c2.c
amma@amma25:~$ ./c2
Enter the value:6
91
```

**Justification:**

n – integer (4 bytes)

i - integer (4 bytes)

sum - integer (4 bytes)

Total – 12 bytes (constant)

### Space Complexity = $O(1)$

Because the memory used does not grow with n.

Only a constant number of variables are used.

3. write a program sum of cubes of first n natural numbers

**Code:**

```
#include<stdio.h>
int main(){
    int n;
    printf("Enter the value:");
    scanf("%d",&n);
    int i,sum=0;
    for(i=1;i<=n;i++){
        sum+=i*i*i;
    }
    printf("%d\n",sum);
    return 0;
}
```

**Output:**

```
amma@amma25:~$ gcc -o c3 c3.c
amma@amma25:~$ ./c3
Enter the value:4
100
```

**Justification:**

n- integer (4 bytes)

i- integer (4 bytes)

sum - integer (4 bytes)

Total= 12 bytes

No arrays ,recursion used

The loop runs n times, but the number of variables does **not** increase with n.

### Space Complexity = O(1)

Because the program uses a fixed amount of memory.

4. write a program to find factorial of a given integer using recursion

**Code:**

```
#include<stdio.h>
int fact(int n){
    if(n==0 || n==1){
        return 1;
    }
    else{
        return n*fact(n-1);
    }
}
int main(){
    int n;
    printf("Enter the number:");
    scanf("%d",&n);
    int x;
    x=fact(n);
    printf("The factorial of %d is %d\n",n,x);
    return 0;
}
```

**Output:**

```
amma@amma25:~$ gcc -o c4 c4.c
amma@amma25:~$ ./c4
Enter the number:6
The factorial of 6 is 720
```

### Justification:

In main()

Int n- 4 bytes

Int x- 4 bytes

Total = 8 bytes

In fact() -> int n- 4 bytes

There are **n** calls. so  $n*4$  bytes

Main: **8 bytes**

Recursion: **4n bytes**

**Total**=  $4n+8$  bytes depends on **n**

**Space Complexity =  $O(n)$**

5. write a program for transposing a 3\*3 matrices

### Code:

```
#include <stdio.h>
int main(){
    int A[3][3];
    printf("enter matrix elements\n");
    for(int i=0;i<3;i++){
        for(int j=0;j<3;j++){
            scanf("%d",&A[i][j]);
        }
    }
    printf("the transpose of matrix is\n");
    for(int i=0;i<3;i++){
        for(int j=0;j<3;j++){
            printf("%d ",A[j][i]);
        }
        printf("\n");
    }
    return 0;
}
```

### Output:

```
amma@amma25:~$ gcc -o c6 c6.c
amma@amma25:~$ ./c6
enter matrix elements
3 4 5
6 7 8
2 3 4
the transpose of matrix is
3 6 2
4 7 3
5 8 4
```

### Justification:

int A[3][3] –  $9 \times 4 = 36$  bytes

int i – 4 bytes

int j – 4 bytes

Total =  $36 + 4 + 4 = 44$  bytes (constant)

**Space Complexity =  $O(1)$**

The size is **constant** and **does not depend on input size**, so it is  **$O(1)$** .

6. write a program to find fibonacci series

**Code:**

```
#include <stdio.h>
int main(){
    int n,i;
    int a=0, b=1, c;
    printf("Enter the number of Fibonacci Numbers: ");
    scanf("%d" , &n);
    if(n<=0){
        printf("Please enter a positive integer");
        return 0;
    }
    printf("Fibonacci Series: ");
    for (i=1; i<=n;i++){
        if (i==1){
            printf("%d ", a);
            continue;
        }
        if (i==2){
            printf("%d ",b);
            continue;
        }
        c = a+b;
        printf("%d ", c);
        a=b;
        b=c;
    }
    printf("\n");
    return 0;
}
```

**Output:**

```
Enter the number of Fibonacci Numbers: 9
Fibonacci Series: 0 1 1 2 3 5 8 13 21
```

**Justification:**

Int n- 4 bytes

Int a- 4 bytes

Int b- 4 bytes

Int c-4 bytes

Total=20 bytes



The memory used **does not grow with input n.**

**Space Complexity =  $O(1)$**