

Today's	naenda
1000g 3	ago ita
	agenda understanding Solding Problems on Solding Solding techniques
9	understanding southing
1	
U	Problems on softing
	2) Solding techniques
	· ·
0 0 7	



Sooting: Arranging data	in increasing Idecreasing,
	an what Pas as ats)
	on what Parameter.
Em.1: 2 4 10 15	27 -> torre
En2: 20 7 3	-5 -8 > dec order > tous
	Alot sosted on the
En3: 1 2 3	7 4 9 6 Bosted on the basis of value. 2 3 3 4 Bosted on the basis of lactor count.
#loctor: 1 2 2	2 2 3 4 Sorted on the basis of
, 00, 01	factor cound,
Luble Soot	
bubble 2014	
Selection Sort	steps to solve Pooblem:
insertion sout	Sort the array
merge soot	Sort the many
quick sost	
ducket sort	inbuilt sorting function.
sodin sost	17
ye.	Assays. Sort (ass); - inc.
	order
	T.c: O(NlogN) S.c:O(N)
	wost 7c: 0(~2)
	GHOW in levelup.



```
a) order of hemoval
     4 Criven N elements at every step remove an array
 element. Cost to remove element: Sum of array elements
  Present. Find min cost to hemove all elements.
            Note: Add cost first and then gamove.
  En1: a = [3 \ 2 \ 5] a = [3 \ 2 \ 5]
          semove 3: 10
                                remove 2: 10
                                 remove 5: 8
          remove 2: 7
          Demove 5: 5
                                  removes:3
     Pn2: axo[4] = { 4 6 2 7}
                          4+6+2+7
             demove 7 :
                          4+6+2
                          4 +6
             remove 6 :
             remove 4
              man Contribution: Oth inden -> min
              2nd man contoi : 1st inden > 2nd min
```

Array Should be sorted in inc. order & remove from lost.



(2 4 6 7 5

semove 6: 2+4+6

semove 6: 2+4+6

semove 4: 2+4

semove 2: 2+4

244

119suedo Code

	ind order of semoval (intaros [N])1
	Arrays. Sort (arra);
	ind and =0;
	108 (int 1=0; i< N; i++)
T.c: O(NlogN) +	ind temp = avoli) * (N-1);
	ars: ars 4 temp;
:0 (NlogN+X)	
= O(NlogN)	3
	setum ans;
S.c. (M)	
	3



Tracing

ne order of semoval (intares [N]) {	aso[4] =	(46273
Arrays. Sort (arra);		4
ind and =0; low (int i =0; i=n; i++)<		2 4 6 7
ind femp = aros (i) * (N-1);	ans:0	+8+12+12+7= 39
ars: and 4 temp;	?	temp
3	0	2*4
seturn ans;		4#3
3	2	6*2
	3	741

<u>AlgoPrep</u>



Good Integ	200	[w]	, 6	elcul	etc.	no- of	good in	legest.
An elemen	is	Sa	id .	to E	e	good i	<u>L</u>	
	LNo.	el e	elem	ent	201	L ::	ele ikul	3
An elemen		V		7,0		=:	ass (i)	
En1:	(-1	-4	3	5	-15	43	⇒ ans:	. 3
H 1001 °	2		2	5	D	4		



1/PSuedo code

111shedo Code	<u>, </u>
1	2 1 2 2 2 4 2 2 2 C 2 2 C 2 2 C 2 2 C 2 2 C 2 2 C 2 2 C 2 2 C 2 2 C 2 2 C 2 2 C 2 2 C 2 2 C 2 2 C 2 2 C 2 C 2 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C
	ind goodintegers (intassers)
	A08045. 2084 (008)
	int Count=0;
I.c.: O(Nlogn +n)	Lor (int i=0; i <n; i++)}<="" td=""></n;>
F.C: O(Mlogn +n)	108 (int i=09 i2N; i++) } if (asosi):=i) {count ++; }
S.c: OW	3
	3 Seturn Count;

(No. of element Lele := ele itelf]

Crood integers: { Data can refeat?] work directly.
En1: $\{0, \frac{1}{2}, \frac{1}{3}, \frac{3}{8}\} \rightarrow a_{N} = 3$ # 1ess: $\{0, \frac{1}{2}, \frac{1}{3}, \frac{3}{8}\} \rightarrow a_{N} = 3$
En2: (-4-2 3 3 5 5 5 8 8 8 10 17 Hest: 0 1 2 2 4 4 4 4 8 8 8 11 12
obsi: if element is the first occo if (aroli)!:000) i = = aroli) court of elecele
obs2: if element is the reflect element. Is count of ele < ele will remain so
as count of first occ.
Mote: To check the first oce: avoli]!: avoli:1]



	int	good Integer (int aroln) !
int less court = 0; // Less court = 0; // Less court = 1; // Lars si =		Arrays. soot (arr);
		int Court =0;
(aroli] = 1; i < N; i++) \(\)		int less count : 0;
(aroli) =: lest count : i; (aroli) =: l		
c: 0(Nlogn) c: 0(Nlogn) less count = i; less count = i; less count (avoli) =: less count		
euxix //Nothing if (arroli):: less count) if Count ++;	ci O(Nlogn)	
euxix //Nothing if (aroli)=: lest count) { Count ++:	V	
if (asoli): less count)? Count ++;		
if (aroli): less count) { Count ++;		
Count ++'		3
Count ++'		
Count ++'		il Carolis: less count) 4
J		
3		ر ا
		3
	3	



ind Court =0;	, 0 1	1 3 4 5 6 7	g g 10 11 12
int less court = 0;		3 3 5 5 5 5 8 2 2 4 4 4 4 8	
\$00 (int i=1; i <n; !="ano" (ano="" i)="" i+)="" if="" si-1)="" th="" ="" ⟨="" ⟨<=""><th></th><th>Count = 0</th><th></th></n;>		Count = 0	
if (aros [] != aros [:-1]) (less count = i;	;	less count: 0	
esex x		1	
	2	2	
if (aroli):: lest count) { Count ++;	3_ Ч	2 4	
3	5	4	
3	6	140	
	8	8	
Bola	k tiu 9:50	o PM	



11 Sorting techniques

1 Bubble Jost

Gost the assay in ascrosder but we can swal adjacent elements only.

aro (8): {5 7 5 4 10 -2 6 3 }

15 7 8 4 10 -1 16 8 3 -> (0, N-2)

ite, 1: { 5 8 4 7 -2 6 3 10} -> 10, N1-3}

itexX:

b N-1 iterations



11Psuedo Code

	oid bubblesoot (int arothi)){
	Jor (int 1=0; i <n-1; <="" i++)="" itends<="" m-1="" th=""></n-1;>
·c: 0(N2)	10x (int j=0; j <n-1-i;j+)4< th=""></n-1-i;j+)4<>
c: 0(1)	if (asosj) > asosjiti) (int temp: asosji);
-8	aso[ji] = aso[ji]; , aso[ji] = temp;
	AgoPrep



oid bubblesor	4 (int a 00 [n:)){			
for Cin	1=0; 1 <n-1; (="" 1+1)="" m-1<="" th=""><th>are (8)</th><th>: 15 × 6 × 10</th><th>2 10 10 10</th></n-1;>	are (8)	: 15 × 6 × 10	2 10 10 10
	jen-2-i			
10.8	(ind j=0; j< N-1-1; j++)4 if (arof) > arof;+1) (i	J	
	ind temp: a or Gij;	0	40 <= 1	5
	asolji): asoljit);		_	્યું _
3	3	25	K K K K	4203
3			8 4 7 -2 76	737
			J	
	J elements		40,5	
	1-1 Elements fin	15	45-2	6 3 7 10
	NHK will be limed auto	iteration	Pre	2 D
	you didn't come	this far o	nly to come	this jour.





