Introduction to Algorithms --> Algorithm is a step-by-step procedure, which defines a set of instructions to be executed in a certain order to get the desired output. --> Algorithms are generally created independent of underlying languages, i.e. an algorithm can be implemented in more than one programming language. Example of an Algorithms In []: Suppose that we are having a python code for Getting sum of Two Numbers: Code: a=10 b=20 c=a+b print(c) For the Above Code The algorithms will look like: 1.Start 2. Initialize a variable a=10 3.Intialize b variable b=20 4.Create a variable c that will store the sum of a and b 5.Print(c) 6. End Introduction to Pseudocodes --> Pesudocode is a informal way of writing a program for better understanding --> Pseduodcode doesnot compiler or interpreated Example of PseudoCode In []: Code: a=10 b = 20c=a+b print(c) For the Above Code The algorithms will look like: 1.Start 2.Initialize a variable a=10 3.Intialize b variable b=20 4.Create a variable c that will store the sum of a and b 5.Print(c) For the Above code The pseudoCode will look like: Begin Input A=10

Input B=20 Compute C=A+B Display C End Components of an Algorithms

1.Input Step --> Each and every algorithm is having atleast one input 2.Assignment Step --> each and every algorithm is having atleast one assignment operator 3.Decision Step --> if and else(Optional) 4. Repititive step --> for and while(Optional) 5.Output Step --> Eaxh and every algorithm is having atleast one output step.

Properties of an Algorithms

In []: 1. Finiteness --> Algorithm will terminate after a finite number of step

3. Genarlity --> that algorithm will work **for** any number of input

Each and Every Algorithm is implemented based on These Two Factors:

1. Space Complexity --> Your algorithm how much space in the memory

2. Time Complexity --> Running time of an algorithm is known as Time Complexity

In []: --> Suppose that M is an algorithm and n is the number of input so the algorithm m is directly propotional

Asymptotic Notation --> gives an idea how our algorithm is working as compare to our algorithm

1.Big O Notation --> worst case time complexity--> bad time complexity

4. Effectiveness --> algorithm is effective if it is taking least time and space complexity then your alogrithm is effective

2. Definitesness --> Algorithm must be Unambigous(clear)

If any algorithm is following all these properties then that algorithm is a Perfect Algorithm. Approches of Designing an Algorithms

5. Input and output

#Components of Algorithms

--> M is directly propotional to n(number of input) **Asymptotic Notations**

to the number of input

Analysis of an Algorithm

2.Big Omega Notation -->Best case time complexity 3.Big theta Notation --->Average Case time complexity

There are Three Types of Asymptotic Notation:

General time Complexities

--> 0(1)

--> Ascending order of General Time Complexities --> 0(1) , $0(\log n)$, 0(n), $0(\log n)$, $0(n^2)$, $0(n^3)$, $0(2^n)$ --> Time Complexity is totally based on Number of Iterations Different Cases for Understanding Different Time Complexities

Case 1

b = 20if a>b: else:

a=10

print(a)

print(b)

In []: Case 1:

In []:

Case 2

In []: Case 2: x+=2 --> 0(1)print(x)

Case 3 In []: Case 3: for i in range(n): --> 0(n)print(i)

Case 4

Case 5

Case 6

Case 7

Case 8

for i in range(n//2):

for i in range(n): --> 0(n)

for j in range(n): --> O(n)print(j)

for i in range(n): --> O(n)

Time Complexity $--> O(n*n)--> O(n^2)$

for i in range(n): --> 0(n)

Time Complexity $--> 0(n*n*n)--> 0(n^3)$

for i in range(n): --> 0(n)

for j in range(n): --> O(n)

Time Complexity $--> 0(n*n*n*n)--> 0(n^4)$

for k in range(n): -->0(n)

print(i,j,k,a)

for a in range(n): --> 0(n)

for j in range(n): --> O(n)

print(i,j,k)

for k in range(n): -->0(n)

print(i)

for j in range(n): --> O(n)

print(i)

print(i)

--> 0(n//2)

Time Complexity --> O(2n) --> constant part always be ignored in case of time complexity.

In []: Case 4:

In []: Case 5:

In []: Case 6:

In []: Case 7:

In []: Case 8: