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## Searching algorithms in Java

Posted on [October 18, 2014](#) by [Arulkumaran Kumaraswamipillai](#) — No

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This assumes that you understand **“Swapping, partitioning, and sorting algorithms in Java”**.

**Q1.** Can you write a code to search for number 5 in 7 3 6 8 2 9 5 4?

**A1.** The code below uses the **linear search algorithm**. The linear search algorithm's two advantages are simplicity and the ability to search either sorted or unsorted one-dimensional arrays. Its sole disadvantage is the time spent in examining the elements. The average number of elements to examine is half the array size, and the maximum is to examine the entire array. For example, a one-dimensional array with 1 million elements requires a linear search to examine an average of 0.5 million elements and a maximum

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of 1 million elements. The linear search has the complexity of  $O(n)$ .

```

1 public class LinearSearch {
2
3     public static boolean found(int[] input, int number) {
4         if(input == null || input.length == 0){
5             throw new IllegalArgumentException("Input array is empty");
6         }
7
8         for (int i = 0; i < input.length; i++) {
9             if(input[i] == number){
10                 return true;
11             }
12         }
13         return false;
14     }
15     //...
16 }

```

For very large values of  $n$ , the **binary search** gives a better complexity of  $O(\log n)$ . It uses the divide and conquer strategy to achieve better performance for very large arrays. For example, a one-dimensional array with 1,048,576 elements requires binary search to examine a maximum of 20 elements. Binary search algorithm's two disadvantages are increased complexity and the need to presort the one dimensional array prior to searching. To search for the value of 5:

Unsorted values.							
7	3	6	8	2	9	5	4
Firstly sort it, using the quick sort algorithm discussed earlier.							
0	1	2	3	4	5	6	7
2	3	4	5	6	7	8	9
left idx			mid idx				right
idx							

Divide the array into two halves around the center ( $\text{left idx} + \text{right idx} / 2 = (0 + 7) / 2 = 3$ ). In this case, the idx 3 (which has the value of 5) is the middle index. Compare the search value of 5 with the mid idx. If the search value (i.e. 5) is greater than mid idx value, then the search value may or may not be on the RHS of the mid idx. The LHS can be safely ignored. If the search value is less than the mid idx, then the search value may or may not be on the LHS of the idx. The RHS can be

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safely ignored. If the search value is neither less than or greater, then the search value is the mid idx. In this example, the value of 5 is in the mid idx, and hence will be found immediately. To illustrate this, search for a value of 8 as shown below.

0	1	2	3	4	5	6	7
2	3	4	5	6	7	8	9
left idx		mid idx				right idx	
The search value (i.e. 8) is greater than the mid idx value of 5, so set the left idx to mid idx + 1 = 4, and then recompute the new mid idx to (left idx + right idx)/2 = (4 + 7)/2 = 5							
0	1	2	3	4	5	6	7
2	3	4	5	6	7	8	9
		left idx		mid idx		right idx	
The search value of 8 is still greater than the mid idx, hence the left idx becomes mid idx + 1 = 5 + 1 = 6, and the new mid idx becomes (left idx + right idx) / 2 = (6 + 7) / 2 = 6.							
0	1	2	3	4	5	6	7
2	3	4	5	6	7	8	9
						left idx	right idx
						mid idx	

The search value of 8 is equal to the value of the mid idx, hence the value is found. Also, note that the if the value were not be found, the terminating condition is the left idx > right idx. The code snippet below demonstrates the binary search.

```

1 public class BinarySearch {
2
3     public static boolean found(int[] input, int number) {
4         if (input == null || input.length == 0)
5             throw new IllegalArgumentException("Input array is empty");
6         }
7
8         int leftIdx = 0;
9         int rightIdx = input.length - 1;
10        int midIdx;
11
12        while (leftIdx <= rightIdx) {
13            midIdx = (leftIdx + rightIdx) / 2;
14            if (number > input[midIdx])
15                leftIdx = midIdx + 1;
16            else if (number < input[midIdx])
17                rightIdx = midIdx - 1;
18            else
19                return true;
20        }
21        return false;
22    }
23
24    //...

```

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```
25  
26 }
```

**Q2.** Is there a way to improve the above code snippet? COQ

**A2.** The above code snippet only handles int values, and the code can be made more reusable by making it handle binary search of any Comparable object as shown below:

```
1 public class BinarySearch2<T>{  
2  
3     @SuppressWarnings("unchecked")  
4     public static boolean found(Comparable[ ] in  
5         if (input == null || input.length == 0)  
6         throw new IllegalArgumentException("  
7     }  
8  
9     int leftIdx = 0;  
10    int rightIdx = input.length - 1;  
11    int midIdx;  
12    while (leftIdx <= rightIdx) {  
13        midIdx = (leftIdx + rightIdx) / 2;  
14        if (compare.compareTo(input[midIdx])  
15            leftIdx = midIdx + 1;  
16        else if (compare.compareTo(input[mid  
17            rightIdx = midIdx - 1;  
18        else  
19            return true;  
20    }  
21  
22    return false;  
23  
24 }  
25  
26 // ....  
27  
28 }
```

The above code can be used with an Integer, BigDecimal, String, and any custom class that implements the interface **Comparable**.

**Note:** There are other algorithms for sorting like merge sort, heap sort, insert sort, etc. Also do your research on the interpolation search, which is a slight variation from the binary search algorithm. This algorithm is a bit more complex and efficient than the binary search algorithm.

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