

# Maths

## 1) Reverse a number :

- Find remainder of given number.
- Declare variable reverse & multiply 10 to it. Add remainder to it.
- Divide no. by 10.
- Everything happens while no. is positive

## 2) Sum of Digits :

- Find remainder of given number.
- Declare variable sum & multiply <sup>10</sup> ~~10~~ to it & add remainder
- Divide no. by 10, while no. doesn't get equal to 0.

## 3) Prime number :

- If no. is 0, 1 then it isn't prime
- Iterate from  $i=1$  to  $i < \sqrt{n}$
- Maintain a ~~no~~ bool variable to check if no. divides  $i$  completely.
- If it does, then it is prime.

#### 4) Sieve of Eratosthenes :

- Eliminate multiples of known prime nos.
- Declare bool arr of size  $n+1$ , because we have to include ~~0~~ while iterating.
- If a prime number is found, then iterate through all of its multiples and mark them false.
- Time complexity :  $O(N \log(\log N))$

#### 5) Square root :

- Use inbuilt `sqrt()` method
- Use binary search for optimised solution

#### 6) HCF/GCD :

- Use euclid's principle:  $\text{hcf}(a, b) = \text{hcf}(b \% a, a)$

#### 7) LCM :

- Use formula:  $\text{LCM}(a, b) = \frac{a * b}{\text{HCF}(a, b)}$