



EXERCISES — Binary search with pointers

version #



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*<https://intra.assistants.epita.fr>

1 Binary search with pointers

Files to submit:

- binary_search_ptr/bsearch.c
- binary_search_ptr/bsearch.h

Provided files:

- binary_search_ptr/bsearch.h

Main function: None

Authorized headers: You are only allowed to use the functions defined in the following headers:

- errno.h
- err.h
- assert.h
- stddef.h

1.1 Binary search

When looking for an element in a sorted array, it is possible to get the result with a logarithmic complexity (which means fast) using *dichotomy*. Here is a quick reminder of how it works:

```
Search of 42 inside: [ 0 1 4 5 9 10 18 22 42 51 69 ]

[ 0 1 4 5 9 10 18 22 42 51 69 ]
<           ^               >

[ 0 1 4 5 9 10 18 22 42 51 69 ]
           <   ^               >
```

A header (bsearch.h) containing all the required functions is provided on the intranet.

You **must** add this header to your submission, and you **must not** modify it.

1.2 Goal

```
int *binary_search(int *begin, int *end, int elt);
```

- begin and end will never be NULL.
- Search elt in the memory range of [begin, end[.
 - begin is a pointer to the first element.
 - end is a pointer **after** the last element.
- All the elements in the memory range of [begin, end[are guaranteed to be sorted in ascending order.

- The array does not contain any duplicate elements.
- An empty range is represented by `begin == end`.
- If `elt` is found, return a pointer to the element.
- If `elt` is not found, return a pointer to the memory location where `elt` should be inserted to keep the array sorted.
- If the array is empty, return `begin`.

1.3 Examples

```
int a[] =
{
    0, 1, 4, 5, 9, 10, 18, 22, 42, 51, 69
};

assert(binary_search(a, a + 11, 5) == a + 3);
assert(binary_search(a, a + 11, 0) == a);
assert(binary_search(a, a + 11, -1) == a);
assert(binary_search(a, a + 11, 99) == a + 11);
assert(binary_search(a, a + 11, 68) == a + 10);
assert(binary_search(a, a, 5) == a);
```

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