

8. find_cheap_tic (p, t_event, t_row) link list

cheapest = NULL

n → for each ticket in db list:

times [if ticket has correct event and row less than t_row;

0(N) [else:

if cheapest.price > ticket.price:

cheapest = ticket

return cheapest.

⇒ 0(N). b/c have to loop thru entry dB (once)

9. remove_expensive_tic (p, event)

row_num = 0

0(N) [for each ticket in db:

if ticket.event = event and ticket.row > row_num;

row_num = ticket.row.

0(N) [for row starting at 1 to row_num

price = 0

tic = 0.

> for each ticket in db

0(N) [if ticket.event = event and ticket.row = row

price += ticket.price

tic++

Average = price / tic

$O(N)$ for each ticket in db
if right ticket price = 2 · average price.
delete.

$$\begin{aligned} & O(N) + O(M(N+N)) \\ &= O(N) + O(MN) \\ &= O(N) \end{aligned} \quad \text{b/c } M \ll N$$

function loops all entry db, once all
beginning loops twice per row but row \ll db size.

3. No. line 26 is simply incrementing a pointer, not
accessing anything (other than the memory address
for p itself), so it doesn't matter if the memory
location is valid or not.

1. missing <return value> in int main()

missing <junk> in other spaces.

MC. 5. C — miss <return value>.

b. d.

8. C