

# CS 61A: Discussion 4

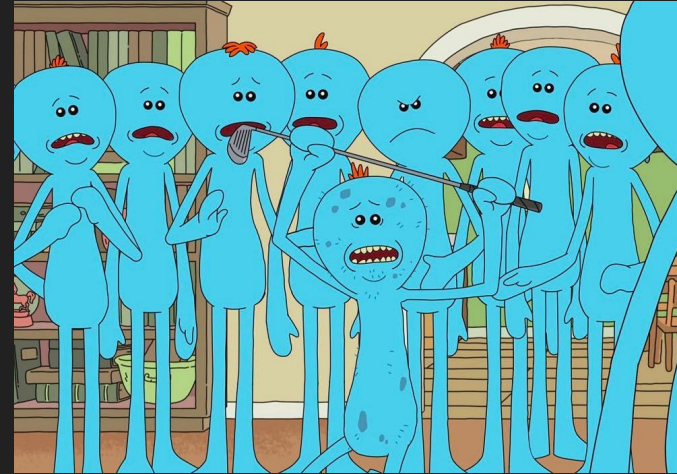
<http://tinyurl.com/61a-justin-4>

^do this pls

# Orders of Growth

# Orders of Growth

- How the runtime varies relative to the size of the input
- Big Theta notation to indicate its order without worrying about constants and smaller terms
  - reason being for a large enough input, a function of higher order than another will take longer to complete



# Tips for Orders of Growth

- Nested for loops *typically* imply multiplication of runtimes (ex. Two nested for loops going through `range(n)` will have a runtime of  $n^2$ )
- In turn, non-nested loops typically imply addition of runtimes
  - This means the one that has a higher order will be the significant one
  - If they have the same order then total is the same order ( $O(x) + O(x) \Rightarrow O(x)$ )
- **DON'T BE FOOLED**
  - Just because there is a loop that does not mean it will be linear, etc.
    - Ex. for `x in range(n)`:
      - `return 1`
- Drawing diagrams especially for tree recursive problems help a lot

# Worksheet Time (Section 1)

Nonlocal

# Nonlocal Things to remember

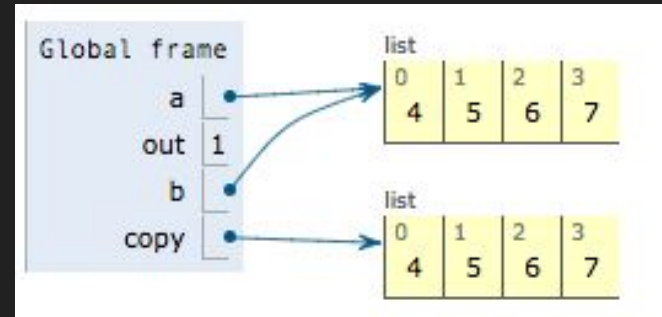
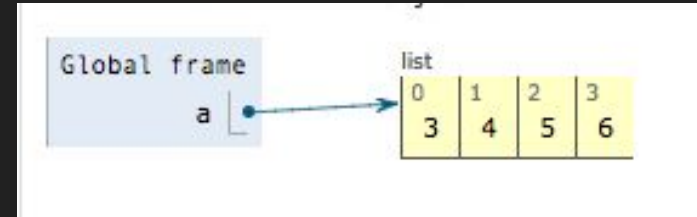
- Use it in a child frame to change the value of a variable in a parent frame (EXCLUDES GLOBAL VARIABLES)
- Errors if:
  - Nonlocal variable does not exist in parent frame(s)
  - We already have the variable defined in the current frame
- Useful in cases you have to record a running total across multiple child function calls

# Box and Pointer + Mutability



# List Manipulation

- Box and pointer - how we represent lists in environment diagrams!
- Can manipulate lists with append, insert, pop, remove, +
- Variables assigned to lists only carry the address of the list, so changes to list affect every variable pointing to the same list
- Better shown than explained:  
<https://goo.gl/MPNRRW>



Worksheet Time (2.1, 2.3, 3.\*)