- 1 Under what circumstances might it be more appropriate to select an asymptotically "slower" sorting algorithm? Be as specific as possible.
- Which is "asymptotically greater", n! or n^n ? Explain your reasoning. (3)
- **3** Explain why the following program segment runs in $O(\lg n)$ time.

```
while (n > 0) {
  System.out.print(n % 2);
  n /= 2:
}
```

- 4 Explain why it is important to understand when a particular problem is algorithmically "unsolvable." What can
- be done to tackle these types of problems?
- Consider Euclid's Algorithm given below.

Alaorithm:

Input: a, b: any two, positive integers.

while $a \neq b$ if a > b $a \leftarrow a - b$ otherwise $b \leftarrow b - a$ return a

Example: Input: 12, 18

a	b
12	18
12	6
6	6

(3)

(5)

(5)

(10)

(20)

Output: 6

- (a) Follow Euclid's Algorithm for each of the following pairs of numbers.
 - i. 40, 16
 - ii. 75, 105
 - iii. 156, 286
- (b) How is the result of Euclid's Algorithm "mathematically significant"? That is, what does this algorithm actually produce as a result?
- (c) Implement Euclid's Algorithm in Java.
- 6 The Sieve of Eratosthenes is an ancient algorithm designed for finding prime numbers below a given maximum value. It accomplishes this by marking as non-prime all multiples of each prime, starting with 2. The following steps summarize how the sieve works.
 - 1. Create a list of consecutive integers from 2 through n: [2, 3, 4, 5, ..., n].
 - 2. Initialize p to 2, the smallest prime number.
 - 3. Starting with 2p, mark each multiple of p less than or equal to p as non-prime.
 - 4. Set p to the next number greater than p that is not marked as non-prime. If no such number exists, stop.
 - 5. When the algorithm stops, all numbers not marked non-prime are all the prime numbers below n.

Create the method. Eratosthenes(), that will take n as a parameter and use the Sieve of Eratosthenes to find all prime numbers less than or equal to n. Verify your implementation by having your method print every found prime number.