Today's Content
1.C > 2 => The - (Time limit Enceded eaver) -> why The?
TC31 { How to calculate iterations 3 -15/13
← Ouote →
Don't kell your god how big your
Tell your stoum how hig your good is.

Basic Maths Remision	Basic	rah	Rewision
----------------------	-------	-----	----------

duix 1: Sum of Natural numbers:

SN= 1+2+3+... N= n(M+1)

→ : [3 10] → {3,4,5,6,7,8,9,103 → 8

[4 8] = {4,5,6,7,83 > 5

No of elements from Ia & included

: Ia 1] = 5-a+1 #imp.

GP (when we divide any 2 cons.

1-> heametric elements, ratio have to be some)

Progression

S, = B 6 12 24 48 96

realio = 12 = 24 = 48 = 96 = 9

 $S_2 = \frac{9}{5} + \frac{18}{5} = \frac{54}{54} = \frac{162}{54} = \frac{9}{54}$

11 given <u>ge</u> 1st 2nd 3rd ... 10th arm-1 fixt team = a ar are Common ration= 0 In = a + an + an2 + ... an - 2+ an -1 > muliply both sides with o: Sn7 = ax + agx + agx + ... agx + agx -1 + agx -1) 35m-Sm= 07m-a => Sm(x-1) = a(xm-1) => 8m = 0 (2m-1) Em: a=5, v=2, N=5 _ 5, 10, 20, 40, 80 => 155 Lets use formula $a(x^{m-1})$ $y = 5(2^{5-1}) y = 5 x = 1$

```
void func (int N) &
        int S=0;
         (1:0; 1<=100;1++) & 1[0,100] ->100-0+1
           S= S+1
                    \rightarrow our
(2)
  void func (int N) &
    int S=0;
     (1=35;1<=87;1++) { | [85:87] > 87-35+1
      S= S+1
      3
                              O 4) .
  3
08: Qui 3
 void func (int N) &
    int S=0;
    MC XAL-01 (121; 13 ; 121; N=>1; 121)
       S= S+1
     3
```

 void func (int N) &
 imt S=0;
(i=1; 1<= 0; 1++1; 0=>1; 1=i)
if (11.2==0) {
Sa Sai
3
(i=1; 1x=m; 1++) & 3 (++1; m=>1 :1=i)
it (1.4.7==1) {
Sc Sti
3
3

06) Qui2

void func (int N) &	12 K= N =>	· (< = 570)
im1 S = 0;		
3 (++1; (a=>1#1); 1=i)	[[1:50]	10 - X+ X
S= S+i		क राज भिष्य
3		
3		

Ques)

void func (int N) &	> Todo & Try it out.
int i= N	-> 100 of iterations.
\$ (0<1) side	
1=1/2	
3	
3	

Ø8) (2) void func (int N) & iterations value gi int Sco; 0 2 0 (1=0; i<=0; 1=i*2) & Sc S+1 3 3

Qui &

90) → § Neas approximations 3 Void func (int N) {	itecrations	corcy! foray ou
imt S=0;	•	i= 2 = 21
(i=1; i<=0; i=i*2) &	2	12 4 = 22
S= S+i	3	(= & = 2º
3	ч	1= 16 = 24
3	•	
	ું બુલ્ય દ	1: 3k
	i Jeerahi	
1>N 11'11 break.		
3c>n after kytera	Un'er.	
log 2 k > log 2 N & k xto	g, 2 > dag	, w
	k > Jag_ u	
		Dr eak
		30 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

void func (int N) &	1	7	Total item
(i=1; i<=4;i=i+1) &	1	[1-3]	8
3=1, 3<=3,3++) 8	2	[1-3]	8
Paint (" Hello 1000 10");	3	[1-3]	3
3	4	E1-37	3
, 13			12
		; les	, wo Har

(10) Duit	ì	ت	Total iten
void func (int N) &	([10]	2
(i=1; i<=10; i=i+1) &	2	[1 N7	N
(J=1) J<=0; J++) &	2	[1 17	~
Primt (" Hello Morld")			:
3	10	En 13	2
,			1011
ــــــــــــــــــــــــــــــــــــــ			7
			OW

10:08:10:18 pm

Quit		Ţ	Total iten
Void func (int N) &	•	[1]	N
(1=1; 1<=0; 1=1+1) {	2	[1 1]	\(\rho\)
\$ (++t; a=>t (1=t)	3	[70	0
Primt (" Hello Woold"),	•		
3	'n	[1 10]	N
			N#10
	0	'	terations.

13) Quid

void func (int N) &	ì	٠ ٦	Total iten
3 (1:1; i<=0; i=i+1)	•	[I-1]	•
(3=1') 3<=i ', 3++) §	3	[1-2]	2
Print (" Hello Moold");	2	[1 - 3]	3
3	:		۲
13	2	[1-1]	<u>N</u>
			CO * MAI)

m3	ì		Total Her
Void func (int N) {	1	[n of 1]	(n gol
(i=1; i<=N; i=i+1) &	2		in gol
(3=1') 3<=0',3=1*2) &	•		
Print (" Hello Woold")	· · ·		UBN.
,			A ROLEU

Void func (int N) \mathcal{E} (i=1; i<=2ⁿ, i=i+1) \mathcal{E} i $\mathcal{E}_1: \mathcal{E}_2$ Print()

void func (int N) &	ì	T_	Total Hen
3 (1:1; 1<=1);	•	E1 10213	<u>a'</u>
(3=1') 5<=2';3=2+1) E	a	[1622]	92
Pajul+ (" Hello Moold")	· 3	[1 to 23]	98
3	:		a N
	N	[1 to 20]	
-		1	

2 + 22 + 23 + gN	
	ο.
S = 2, Q = 2, m = 1	
Q (2 ^m -1) 2 2(2 ^m -1)	
3~	! heropions!

Comparison functions: Elarge N values3
10gu (50 < n 10g m < n 50 < n 2 < n 3 < 9 m
7
N*2 NaN1/2
Bigo = what?
- why?
7
? til seu on ob seuten c
not opid slavolo en ab wall =
any, cade
-> calculate : feerations
-> Only take Lighen oerder tem
-> Neglect constant coefficiency.

 $enl:=ikerations \rightarrow 3N^2+5N+10^4 \rightarrow 0(N^2)$ Eng: iterations > 5N2+ 10N3+ 6N10g N+ (00 => 0 W3) Ens: iterations > 4N2+ 3N+ 106 > 0 CN2) i tenations > 4n+ solog n+ 106 > 0 (whose) En 4 Ens: Îteration -> 103 -> OCI). -> Constant.