


Iterative Binary search in C++																							
<pre>#include &lt;iostream&gt; #include &lt;vector&gt;  using namespace std;  int binsearch(const vector&lt;int&gt;&amp; arr, int x) {     int low = 0, high = arr.size() - 1;      while (low &lt;= high) {         int mid = (low + high) / 2;         if (arr[mid] == x) {             return mid;         } else if (arr[mid] &gt; x) {             high = mid - 1;         } else {             low = mid + 1;         }     }     return -1; }  int main() {     vector&lt;int&gt; arr = {3, 5, 7, 8, 9};     cout &lt;&lt; binsearch(arr, 8) &lt;&lt; endl;     return 0; }</pre>				Input Details																			
				<ul style="list-style-type: none"><li>arr = {3, 5, 7, 8, 9}</li><li>x = 8</li></ul>																			
				 Binary Search Table																			
				<table><tr><th>Step</th><th>low</th><th>high</th><th>mid</th><th>arr[mid]</th><th>Comparison</th><th>Action</th></tr><tr><td>1</td><td>0</td><td>4</td><td><math>(0+4)/2 = 2</math></td><td>7</td><td><math>7 &lt; 8 \rightarrow \text{false}</math></td><td>low = mid + 1 <math>\rightarrow 3</math></td></tr><tr><td>2</td><td>3</td><td>4</td><td><math>(3+4)/2 = 3</math></td><td>8</td><td><math>8 == 8 \rightarrow \text{true}</math></td><td><b>Return 3</b></td></tr></table>			Step	low	high	mid	arr[mid]	Comparison	Action	1	0	4	$(0+4)/2 = 2$	7	$7 < 8 \rightarrow \text{false}$	low = mid + 1 $\rightarrow 3$	2	3	4
Step	low	high	mid	arr[mid]	Comparison	Action																	
1	0	4	$(0+4)/2 = 2$	7	$7 < 8 \rightarrow \text{false}$	low = mid + 1 $\rightarrow 3$																	
2	3	4	$(3+4)/2 = 3$	8	$8 == 8 \rightarrow \text{true}$	<b>Return 3</b>																	
				✔ Output																			
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## Binary Recursive in C++

```
#include <iostream>
#include <vector>

using namespace std;

int binsearch(const vector<int>& arr, int low, int high, int x) {
    if (low > high) {
        return -1;
    }
    int mid = (low + high) / 2;
    if (arr[mid] == x) {
        return mid;
    } else if (arr[mid] > x) {
        return binsearch(arr, low, mid - 1, x);
    } else {
        return binsearch(arr, mid + 1, high, x);
    }
}

int main() {
    vector<int> arr = {3, 5, 7, 8, 9, 11, 45, 76};
    int result = binsearch(arr, 0, arr.size() - 1, 11);
    cout << result << endl;
    return 0;
}
```

Here's a **tabular dry run** of the **recursive binary search** code for:

arr = {3, 5, 7, 8, 9, 11, 45, 76}  
x = 11

### Dry Run Table

Call #	low	high	mid = (low+high)/2	arr[mid]	Comparison	Action
1	0	7	$(0+7)/2 = 3$	8	$8 < 11$	Search right → low = mid+1 = 4
2	4	7	$(4+7)/2 = 5$	11	$11 == 11$	<b>Found</b> → return 5

### ✔ Output

5

Pair with Given Sum in C++				
<pre>#include &lt;iostream&gt; #include &lt;vector&gt;  using namespace std;  bool pairWithGivenSum(const vector&lt;int&gt;&amp; arr, int x) {     int left = 0, right = arr.size() - 1;      while (left &lt; right) {         if (arr[left] + arr[right] == x) {             return true;         } else if (arr[left] + arr[right] &gt; x) {             right--;         } else {             left++;         }     }      return false; }  int main() {     vector&lt;int&gt; arr = {10, 7, 8, 20, 12};     int x = 32;      cout &lt;&lt; std::boolalpha &lt;&lt; pairWithGivenSum(arr, x) &lt;&lt; endl;     return 0; }</pre>	<b>Dry Run After Sorting</b>			
	Sorted array: {7, 8, 10, 12, 20} Target x = 32			
	<b>left (val)</b>	<b>right (val)</b>	<b>Sum</b>	<b>Action</b>
	7	20	27	Increase left
	8	20	28	Increase left
10	20	30	Increase left	
12	20	32	☺ Match → return true	
<b>✔ Output:</b>				
true				

Peak element in C++								
<pre> #include &lt;iostream&gt; #include &lt;vector&gt;  using namespace std;  int findPeakElement(const vector&lt;int&gt;&amp; arr) {     int low = 0, high = arr.size() - 1;      while (low &lt;= high) {         int mid = (low + high) / 2;          if ((mid == 0    arr[mid - 1] &lt;= arr[mid])             &amp;&amp; (mid == arr.size() - 1    arr[mid + 1] &lt;= arr[mid])) {             return mid;         }          if (mid &gt; 0 &amp;&amp; arr[mid - 1] &gt;= arr[mid]) {             high = mid - 1;         } else {             low = mid + 1;         }     }      return -1; // Peak element not found }  int main() {     vector&lt;int&gt; arr = {10, 7, 8, 20, 12};     cout &lt;&lt; findPeakElement(arr) &lt;&lt; endl;     return 0; } </pre>	<b>Dry Run Table:</b>							
	Iteration	low	high	mid	arr[mid-1]	arr[mid]	arr[mid+1]	Condition Met
	1	0	4	2	7	8	20	Right neighbor > mid
	2	3	4	3	8	20	12	Both neighbors ≤ mid → <b>peak found!</b>
<b>✔ Output:</b>  3								

## Sqrt in C++

```
#include <iostream>
```

```
using namespace std;
```

```
int sqrt(int x) {
    if (x == 0 || x == 1) {
        return x;
    }

    int low = 1, high = x, ans = 0;
    while (low <= high) {
        int mid = low + (high - low) / 2;
        long long mSqr = (long long) mid * mid; // Use
        long long to avoid integer overflow

        if (mSqr == x) {
            return mid;
        } else if (mSqr > x) {
            high = mid - 1;
        } else {
            low = mid + 1;
            ans = mid;
        }
    }
    return ans;
}

int main() {
    cout << sqrt(37) << endl;
    return 0;
}
```

### Dry Run Table:

Iteration	low	high	mid	mid*mid	ans	Action
1	1	37	19	361	0	361 > 37 → high = mid - 1 = 18
2	1	18	9	81	0	81 > 37 → high = mid - 1 = 8
3	1	8	4	16	0	16 < 37 → ans = 4, low = mid + 1 = 5
4	5	8	6	36	4	36 < 37 → ans = 6, low = mid + 1 = 7
5	7	8	7	49	6	49 > 37 → high = mid - 1 = 6
End	7	6	-	-	6	Loop ends since low > high

### ✓ Final Result:

6