Friday, March 1, 2019 4:52 PM

The time complexity of this function is linear. The use of vector: clear function produces a linear time complexity due to its dependence on the size of the vector. The statement buzzers = the queue also results in a linear time complexity. This is because the vector class overrides the = operator and performs an element-by-element copy, which is also dependent on the size. Hence, $n + n = 2n \implies \Theta(n)$.

$$\hat{Q}$$
 length () $\rightarrow \Theta(1)$

Using the vector::size() results in a constant time complexity. Hence, $1 \Rightarrow \theta(1)$

(3) give_buzzer()
$$\rightarrow$$
 $\Theta(1)$

In the if condition, vector member function size(), back(), and pop-back() were utilized. All these member functions results in a constant time complexity.

The else statement only has one constant statement, therefore its time complexity is also $\Theta(1)$. Lastly, the vector:: push_back() function has an amortized constant time complexity ($\Theta(1)$). Hence, 1+1+1=3=9 $\Theta(1)$

Θ seat() $\rightarrow \Theta(n)$

The if statement uses a vector::size() function with a constant time complexity $\Theta(1)$. However, in the else statement a vector::erase() function. This function erases a number of elements depending on the given range. Therefore, its time complexity will be linear. Hence, $1 + n = n \implies \Theta(n)$

(5) kickout $() \rightarrow (0(n))$

The find () function's time complexity is up to linear. Therefore, it's worst-case scenario is O(n). The if statement runs on a constant time complexity. However, the else statement is dominated by the $\Theta(n)$ because of the use of vector: erase(). This function uses an iterator to move to the right to be deleted position. Hence, $n+1+n\times 1=2n = O(n)$

$$\hat{G}$$
 take_bribe() $\rightarrow \hat{G}(n)$

This function has a similar runtime as kickout(). The only difference is that the else statement contains an insert() function with a time complexity of O(n). Hence, $n + 1 + (n + n) \times 1 = 3n = 7 + O(n)$