

search.cpp

```
1 #include "search.h"
2 #include <string>
3 #include <iostream>
4
5 void rand_mass(int* mass, unsigned n, int min, int max)
6 {
7     for (int i = 0; i < n; i++)
8         mass[i] = min + rand() % max;
9 }
10
11 string search(int* mass, int n, int key)
12 {
13     string result = "0ăcđeüüöö iîăăăă ii êêëëó (" + to_string(key) + ") : ";
14     for (int i = 0; i < n; i++) {
15         if (mass[i] == key) {
16             result += to_string(i) + " ";
17         }
18     }
19     return result;
20 }
21
22 void input(int* mass, int n)
23 {
24     for (int i = 0; i < n; i++) {
25         cout << "ŷëiîiîö Æ eîăăêîiî " << i << ": ";
26         cin >> mass[i];
27     }
28 }
29
30 void output(int* mass, int n)
31 {
32     int k = 0;
33     for (int i = 0; i < n; i++) {
34         cout << mass[i] << " \t";
35         k++;
36         if (k == 10) {
37             cout << endl;
38             k = 0;
39         }
40     }
41     cout << endl;
42 }
```

search.h

```
1 #pragma once
2 #include <string>
3 #include <iostream>
4
5 using namespace std;
6
7 void rand_mass(int* mass, unsigned n, int min, int max);
8 string search(int* mass, int n, int key);
9 void input(int* mass, int n);
10 void output(int* mass, int n);
```

main.cpp

```
4 #include <iostream>
5 #include "search.h"
6 #include <iostream>
7 #include <ctime>
8
9 using namespace std;
10
11 const int n = 10000;
12
13 int main()
14 {
15     setlocale(LC_ALL, "Rus");
16     int* mass = new int[n];
17     int min = 0;
18     int max = 1000;
19     rand_mass(mass, n, min, max);
20     cout << "Введенный массив : " << endl;
21     output(mass, n);
22     unsigned int start_time = clock(); // начальное время
23     cout << search(mass, n, min + rand() % max) << endl;
24     unsigned int end_time = clock(); // конечное время
25     cout << "Время поиска по ключу : " << ((float)end_time - start_time) / CLOCKS_PER_SEC << " секунды " << endl;
26     input(mass, 10);
27     cout << "Введенный массив : ";
28     output(mass, 10);
29     cout << search(mass, 10, 5) << endl;
30     delete(mass);
31 }
```