Project2 – Worst-Case Complexity Analysis
CIS-350 SUMMER 2021
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#### bool isPrime( int n )

- $\circ$  O(N)
- The for loop that is dependent upon n (where n is number being checked as prime) will go less than n, say n/a, where a is some real number; thus loop will iterate as n approach to infinity up to n times in the worst case.

# • int nextPrime( int n )

- o O(N)
- O This function contains a for loop that in the worst case will execute up to n/a times, where a is some real number; thus it simplifies to n as n approaches infinity.

# • int hash1( const string & key )

- $\circ$  O(N)
- o Polynomial hash function with highest degree of 1; n is the size of the string input into the hash function.

# • int hash1( int key )

- $\circ$  O(1)
- O Simply returns the current integer; thus constant time.

#### • bool contains(const HashedObj& x) const

- $\circ$  O(1)
- o Simply calls a function one time and returns; constant time.

# • void makeEmpty()

- $\circ$  O(N)
- One for-loop; will execute up to n times, where n is the size of hash table vector.

### • bool insert(const HashedObj& x)

- o O(1)
- o Calls a few functions which have higher degree; but this function itself is constant time.

# • bool remove(const HashedObj& x)

- $\circ$  O(1)
- o Calls a few functions which have higher degree; but this function itself is constant time.

#### • //statistic functions

# • float getLoadFactor(void)

- o O(N)
- o Simply returns a value; constant time.

# • int numActiveBuckets(void)

- $\circ$  O(N)
- o Simply returns a value; constant time.

#### • int hashTableSize(void)

- $\circ$  O(N)
- o Simply returns a value; constant time.

#### • int total InsertionCollisions(void)

- $\circ$  O(N)
- o Simply returns a value; constant time.

# • float avg\_InsertionCollisions(void)

- $\circ$  O(N)
- o Simply returns a value; constant time.

- int longest\_collision\_chain(void) { return longest\_collisionChain; }
  - $\circ$  O(N)
  - o Simply returns a value; constant time.
- bool isActive( int currentPos ) const
  - $\circ$  O(N)
  - o Simply returns a value after making one comparison; constant time.
- int findPos( const HashedObj & x ) const
  - $\circ$  O(N)
  - One while loop; it will iterate up to approximately n times in the worst, where n is the size of the hash table.
- int findPos\_insert(const HashedObj& x)
  - $\circ$  O(N)
  - Same as above function; just with a few variables to track statistics; other than that the functions are exactly the same.
- void rehash()
  - $\circ$  O(N)
  - O The first for loop executes up to 2\*n times, the next for loop which is not a nested for loop will execute up to 2\*n times as well, where n is the original size of the hash table passed in; thus 2\*n + 2\*n = 4\*n, which simplifies to a complexity of n, the highest power.
- int myhash( const HashedObj & x )
  - $\circ$  O(1)
  - o Executes a few simple commands and calls a few functions.
- void clear\_nonAlpha(string& word);
  - $\circ$  O(N)
  - There is only one for loop which executes up to n times, where n is the size of the word passed into the function.
- void spellChecker(const string& word, const int& lineNumber, const HashTable<string>& dictionary)
  - $\circ$  O(N)
  - O The highest amount of nested for loops is two: but the inner for loop only executes at a constant time and is not dependent on n (the size of a word) as the outer loop is.
- int main(int argc, char \*\*argv)
  - o O(N^2)
  - o Contains one for loop, and contains a while loop with another while loop nested inside.
  - Let n represent the number of lines to be checked in a file in the while loops; every iteration
    has to pass in a string, and then in the inner loop that string has to be parsed into smaller
    streams.

Here is a sidenote mainly for myself for future reference for how to run a program.exe with command line arguments:



