-: TIME COMPLEXITY:-

	Time		
કળ્યા	Average	Best	worst
Bubble 50A	0(n²)	0(n²)	0(n ²)
Modified Bubble 50%	O(n²)	0(n)	0(n ²)
Selection 3007	0(n ²)	0(n²)	0(n ²)
Insertion 5071	0(n²)	0(n)	0(n ²)
Heap 50M	O(nlogini)	O(nlog(n))	O(nlog(n))
merge sort	O(nlog(n))	O(nlog(n))	O(nlog(n))
Quick 50H	Olnlogens	0(n10g(n))	$O(n^2)$.

operation	10 Array complexity	singly linked list complexity
invert at beginning	O(N)	0(1)
Insen at End	0(1)	O(N)
tnoest at middle	O(N)	O(N)
Delete at Beginning	O(N)	0(1)
Delete af Encl	0(1)	O(N)
Delete at middle	O(N)	0 (N)
Search	O(N) linear Search O(logn) Binary Search	0(N)
Inclexing	0(1)	0(N)

- (i) Reverse the singly linked list o(n)
- (ii) Reverse the doubly linked list o(n)
- lin) Reverse the circular linked list O(n)
- (iv) Reverse a doubly circular linked list o(n)
- (v) Reverse an array oin).

ala Structure	Access	Search	Insertion	Delete
Priay	0(1)	O(n)	O(n)	O(n)
Stack	O(n)	o(n)	0(1)	0(1)
	O(n)	0(n)	0(1)	0(1)
Queuc	0(n)	0(n)	Begin : O(1) End : O(n)	Begin: 0(1) End: 0(n)
SLL	0(n)	0(n)	Begin: 0(1) End: 0(n)	Bejin: 0(1) End: 0(1)
DLL	0(n)	0(n)	0(n)	O(n)
BST	o (loq(n))	0(10qcn))	0(109(11))	0(109(n))
B-TREE	0(109(n))	0(109(11))	0(10g(n))	0(109(n))
AUL-TREE				
Alpenithm	Average		Best	worst

<u>Algoni411m</u>	Average	Best	worst
linear Search	O(n)	0(1)	O(n)
Binary Search	o(logn)	0(1)	0(10gn)
Buckel 509	0(n+k)	O(n+K)	0(n ²)
Radix 5091	O(nk)	O(nk)	O(n+k)
Tim 50 H	O(n(ogn)	O(n)	O(niogn)
Shell Soof	0 ((nlogn)²)	0(n)	$O((nlogn)^2)$
counting 502	O(N+K)	0(n+K)	0(n+k)
Randomized Quick 500}	O(nlogn)	O(niogn)	O(nlogn)
	J.		Mario C.

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	$O(V^2)$ motrix Representation
Dsikstra	O(Elogu) = O(Vlogu) adjacency list representation (Fibonacci Heap)
Bellman Ford	O(VE)
	0(v3)
floyd warshall	There are whose nested 100ps that run through the vertices of the graph
Kruskal's	O(E109E) = O(E109V) -> Sporse Graphs.
	O(Elog V) -> Dense Graphs
Prim's	prim's algorithm can be improved using Fibonacci Heaps to O(E+logu).
	1.504 Job according to decreasing order of deadline = O(nlogn)
	2. for each job find slot in array of size $n = O(n^2)$
Job Sequencing	total time = $O(nlogn) + O(n^2) = O(n^2)$.
ASP	O(nlogn), O(n) (I/p Alwoys 502(ed) SRP (complexITIES)
Hufmon	O(nlogn)
mcm	Time complexity: O(n3), Auxiliary space: O(n2)
LCS	O(mn).

Algoriyhm	Time complexity
Ŭ	O(V+E) for adjacency list representation.
and the circle Transport for a formal	0(v2) for adjacency matrix representation.
Breadth First Traversal for a Graph	O(V+E) for adjacency list representation
Deapth Flost Traversal for a Graph	O(v2) for adjacency matrix representation.
	Adjacency $mainx - O(V^2)$
Dijkstra's Shortest park Algon'thm	Adjacency 1ist - OLE LOG V)
Topological soming: - shortest por	h
in pirected Acyclic Graph	O(V+E).

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Note: -0(\log\log\log n) < 0(\log\log n) < 0(\log n) < 0(\log n) < 0(n^p) < 0(n^p) < 0(n^n\log n) < 0(2^n) < 0(n^p) < 0(n^n\log n) < 0(2^n) < 0(n^p) < 0(n^n\log n) < 0(2^n) < 0(n^p) <
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In-place sorting:
Ex:- Bubble sort, Insertion & Selection

Not-in-place sorting:
Ex:- merge sort

Stable sorting:
Ex:- Insertion, Bubble & merge sort

 $for(i=1; i< n; i=i*3) \longrightarrow O(109 \frac{n}{5})$

 $for(i=n; i>1; i=i/2) \longrightarrow O(109_2^n)$

for(i=n; i>1; i= 1/3) -> 0(1093n).

Adaptive soming algorithms:
1. Bubble som

2. Insertion som

3. Quick som

Non-adaptive soming algorithms:
1. Selection som

2. merge som

3. Heap som

master's Theorem:-

Tin) =
$$aT(n/b) + \theta(n^{K} \log^{p} n)$$
.

we compare 'a' with 'bK' and then following eases—

case-1:-

If $a > b^{K}$, then $T(n) = \theta(n^{\log_{b} a})$

case-2:-

If $a = b^{K}$ then,

If
$$P < -1$$
, then $T(n) = O(n^{109}b^{9})$

If $P = -1$, then $T(n) = O(n^{109}b^{9}) \cdot (09^{2}n)$

If $P > -1$, then $T(n) = O(n^{109}b^{9}) \cdot (09^{9}b^{9}) \cdot (09^{9}b^{9})$
 $e - 3 : -$

case-3:
If $9 < b^{K}$ when,

If P < 0, when T(n) = 0 (n^{K}) If P > = 0, when T(n) = 0 $(n^{K}/09^{p}n)$.