Dropping Constants

Dropping Constants The big idea:

When iterating over the same set of data twice in a single algorithm it may be tempting to label the algorithm as O(2N), but this would be incorrect.

Take these two examples, which one of them is slower?

```
let min = Number.POSITIVE_INFINITY
      let max = Number.NEGATIVE_INFINITY
      let arr = [10, 4, 2, 7, 9]
      arr.forEach(num => {
        if (num < min) min = num</pre>
        if (num > max) max = num
      })
      let min = Number.POSITIVE_INFINITY
      let max = Number.NEGATIVE_INFINITY
      let arr = [10, 4, 2, 7, 9]
     arr.forEach(num => {
        if (num < min) min = num</pre>
      })
     arr.forEach(num => {
        if (num > max) max = num
10
     })
```