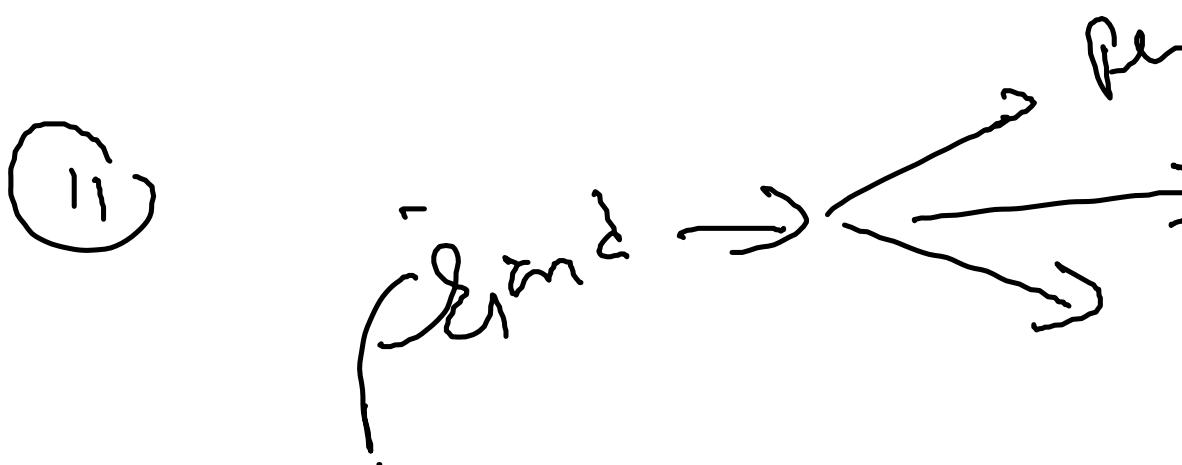
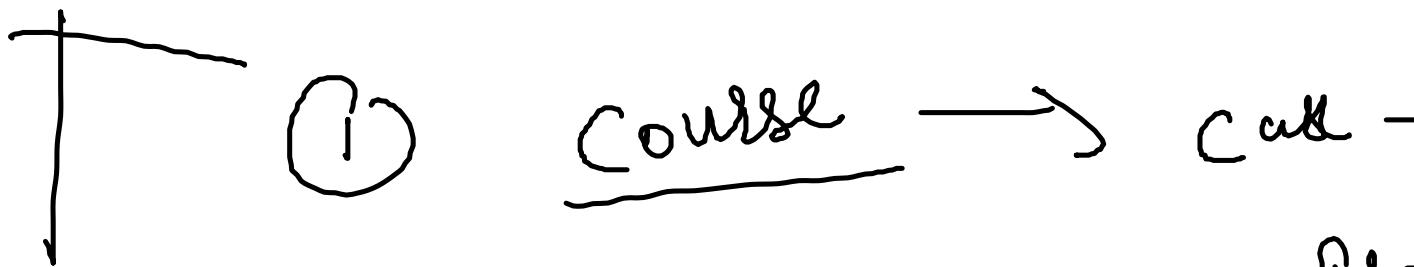


# Lec1

Monday, 31 May 2021 7:09 PM

CS IT ECE CE

Product Based

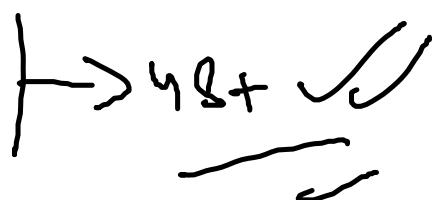


1 Live → Coding →

11 TA → Stack

$4S2$

$4S \rightarrow$

$\rightarrow 4S +$  

-1  
↓

$\rightarrow +$  electron

9821212127

10

11

Haecker Bloch

Basic

In

Test ➤

D.S

A hand-drawn diagram consisting of three parallel horizontal lines. The top line has an arrowhead pointing to its left end. To the right of this line, the text "3 cm" is written vertically above it. Between the first two lines, the fraction "2 1/3" is written. Between the second and third lines, the mixed number "8 10/11" is written.

1

→ V ar

→ 0 P

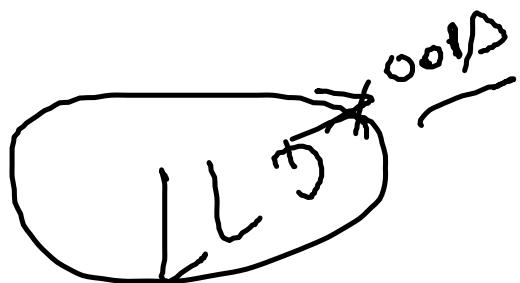
→ it only

$\rightarrow \text{fc}_\alpha$

A. J. de  
S. S. G.

→ MD

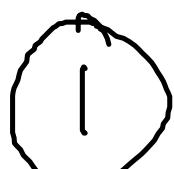
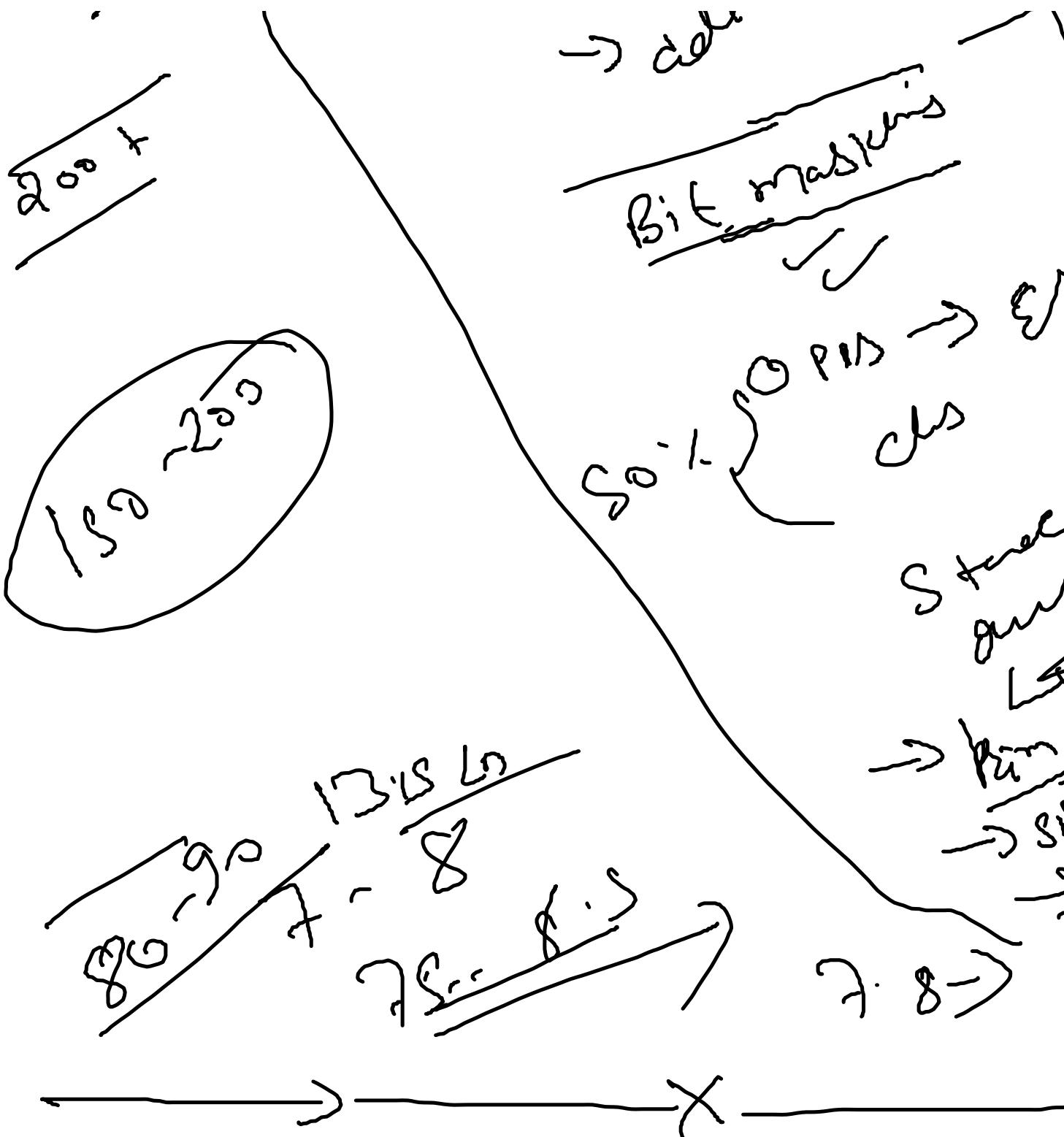
Coding ✓



algo

with JAVA

4 → Sort sum Time analysis  
Re? → without



10: 3 lang

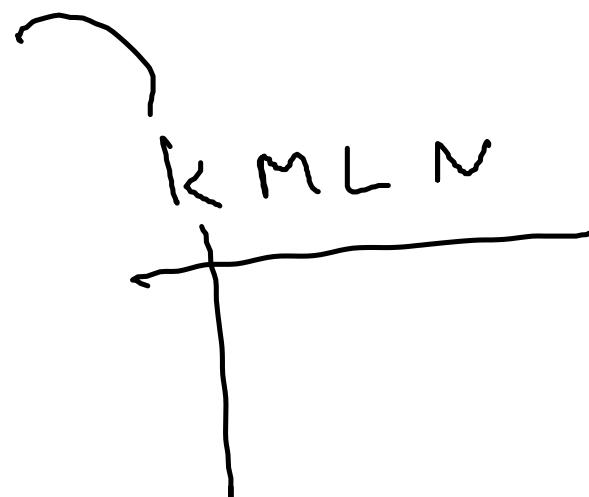
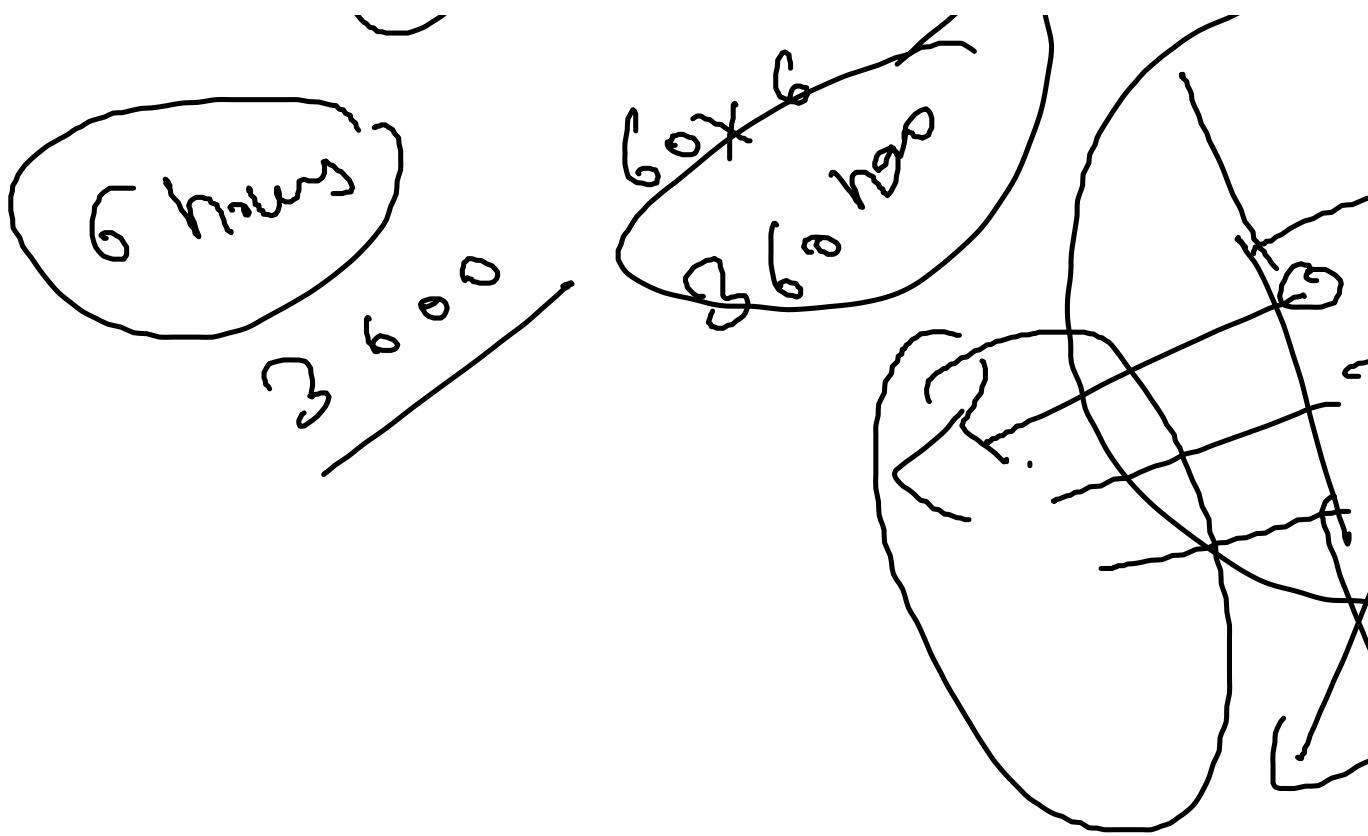
LIB J  
Kubanov  
divide and conquer

Directed list  
tree  
BFS  
AOV → vertex  
4 →  
Tick  
water  
dp  
X

help  
Math T.

3:0°



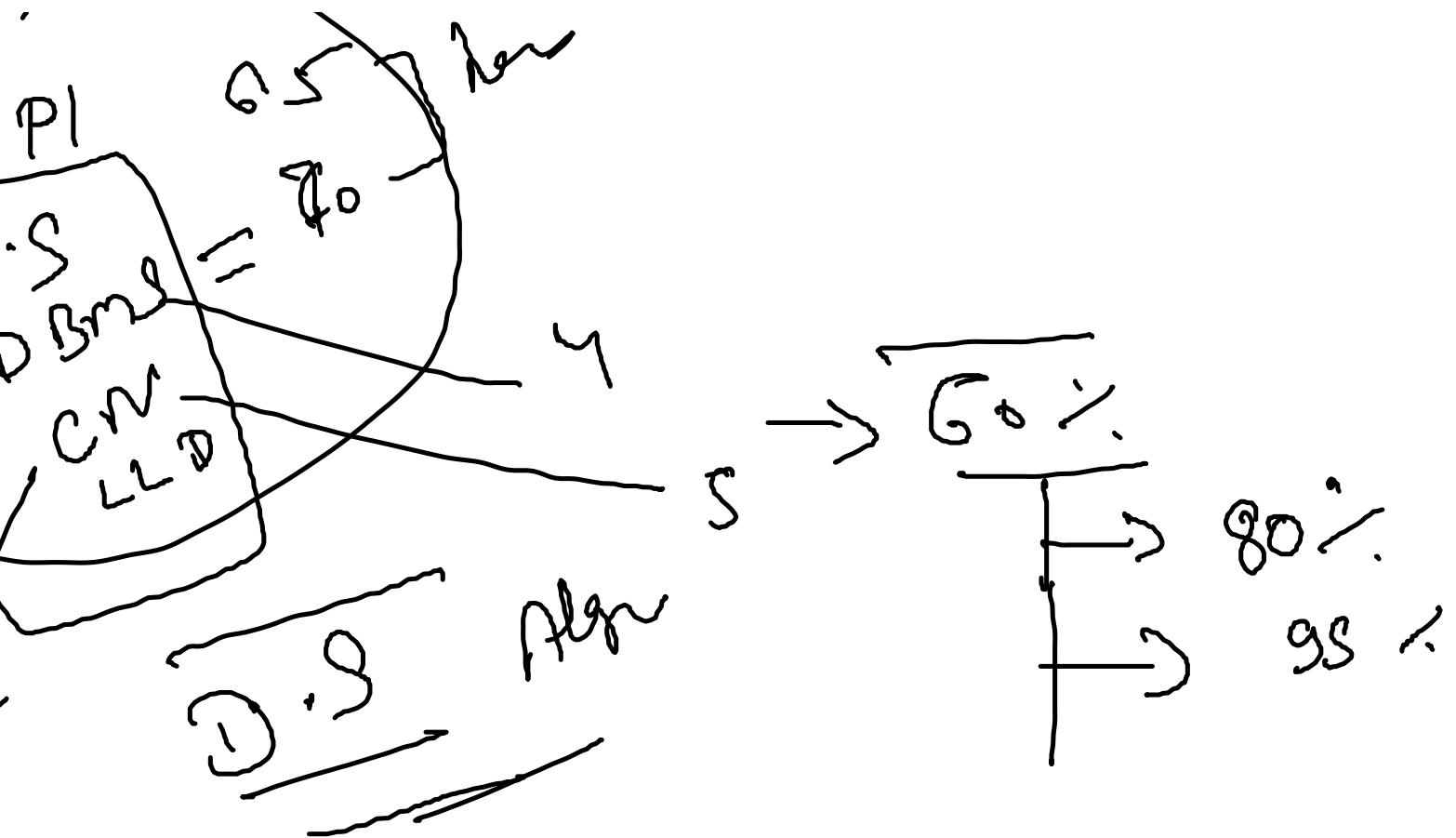


8

A B C D E

Cxx

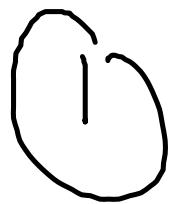
(C10) → Polar



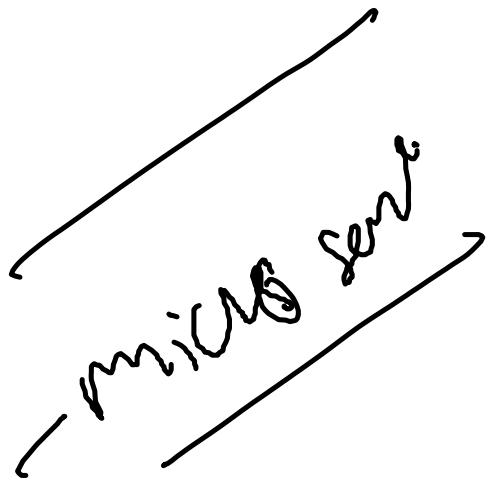
G-FUNTIJK



150



5 day



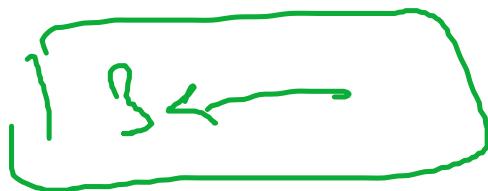
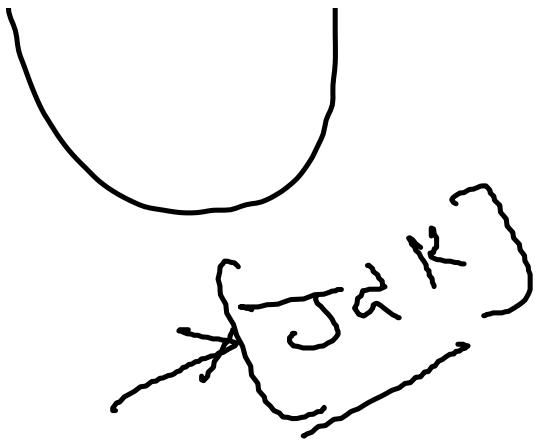
Q1 . You have got someone working for you for five days to pay him. You must give them a piece of gold at  $\frac{1}{5}$ th each day. What are the fewest number of cuts to the bar of you to pay him  $\frac{1}{5}$ th each day?

15

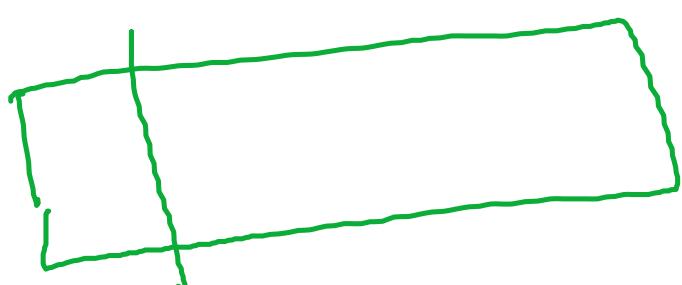
5 →

1 15

1 15 1 15



five days and a gold bar  
the end of every day.  
gold that will allow



Catrine  
Lincet

6pm

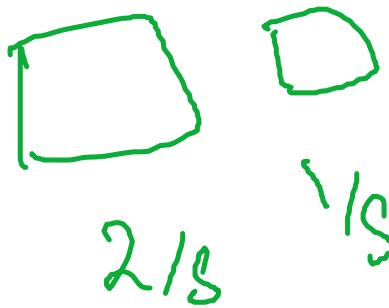
1S 5 1L

2n<sub>3</sub>



2LS

3rd



4rd



L

W/S



Y<sub>S</sub>

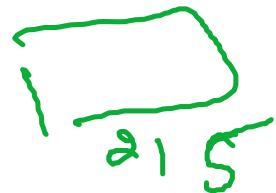


2,5

-

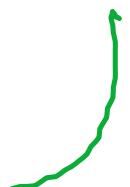


2,5



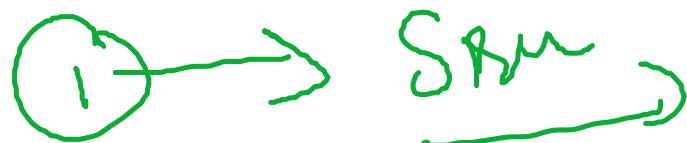
2,5

5 Y<sub>S</sub> m



S  
S

8 min  
2 min  
2 min



Q2 .There are 4 persons (A, B, C and D) need to cross a bridge at night.

1. A takes 1 minute to cross the bridge
2. B takes 2 minutes to cross the bridge
3. C takes 5 minutes to cross the bridge
4. D takes 8 minutes to cross the bridge

There is only one torch with them and they cannot cross the bridge without the torch. There cannot be more than two people on the bridge at any time, and when two people cross the bridge they must move at the slower person's speed.

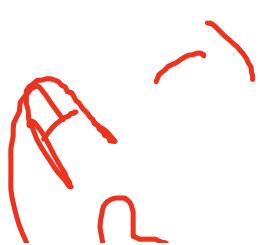
A → 1 min

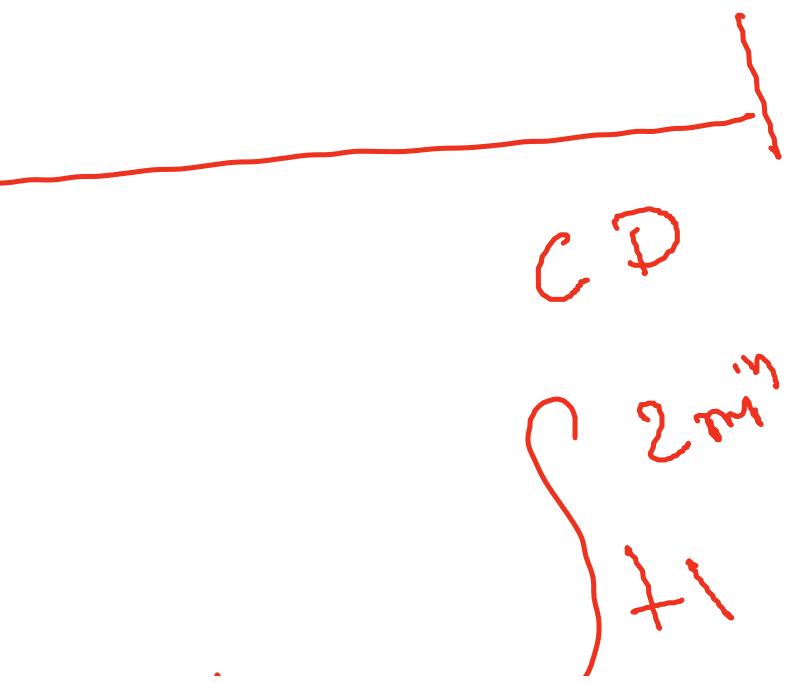
DISL

D) who want to cross a bridge in

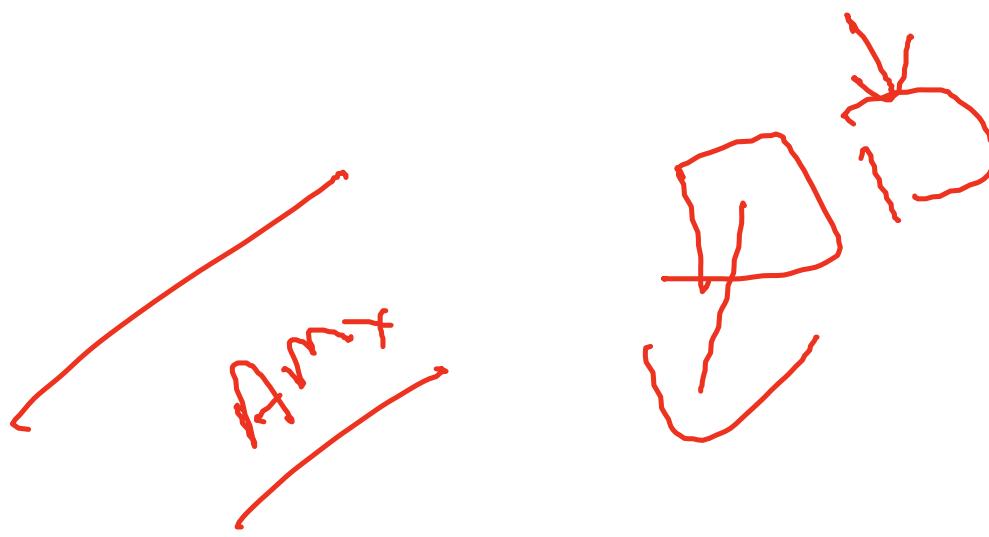
.  
e.  
e.  
e.

and the bridge cannot be crossed  
more than two persons on the  
people cross the bridge together,  
n's pace.





B → snow  
C → snow  
D → snow



Q3. There is a room with a door and two bulbs. Outside the room, there are two switches connected to the bulbs. You may connect the wires as you wish, but once connected, you can't change them. Identify each bulb is in working condition.



System.out.print("111")

D

r (closed) and three light  
are three switches,  
y manipulate the  
you open the door you  
h switch with its bulb. All

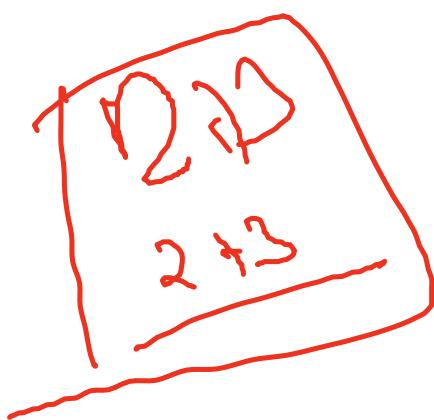
$\{ x = 3 \}$  , ,  $c^r$

A hand-drawn graph illustrating two functions,  $f(x)$  and  $g(x)$ , plotted against  $x$ . The horizontal axis ( $x$ -axis) is marked with a minus sign ( $-$ ) on the left and a plus sign ( $+$ ) on the right. The vertical axis is marked with a tick mark at 1.

The function  $f(x)$  is represented by a red curve. It starts at a negative value for  $x < -1$ , increases to a local maximum between  $x = -1$  and  $x = 1$ , decreases to a local minimum between  $x = 1$  and  $x = 3$ , and then increases again for  $x > 3$ .

The function  $g(x)$  is also represented by a red curve. It starts at a negative value for  $x < -1$ , increases to cross the  $x$ -axis at  $x = 0$ , and then continues to increase, asymptotically approaching the value 1 as  $x$  increases.

—



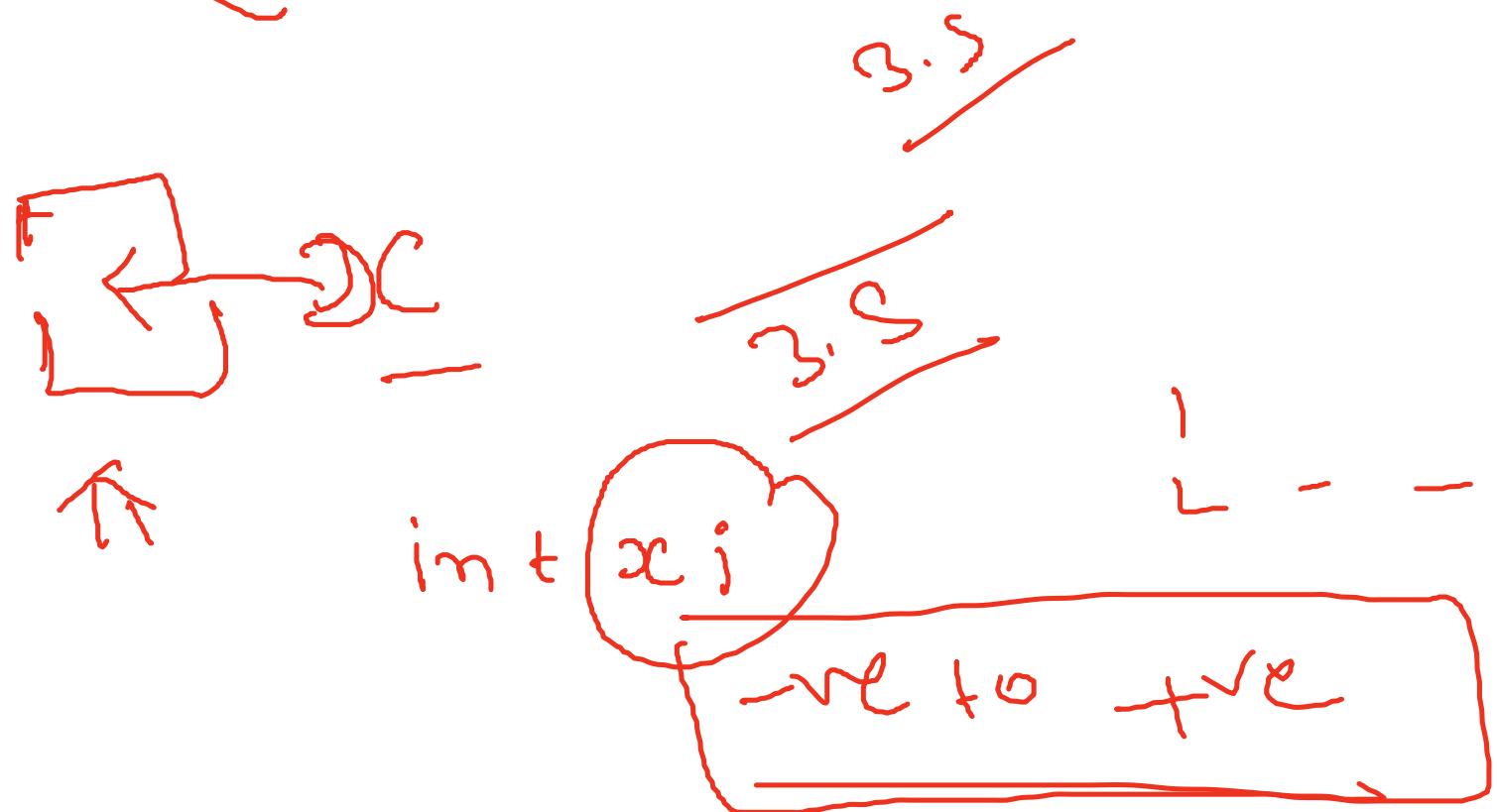
Java divides the operators into the following categories:

- Arithmetic operators
- Assignment operators
- Comparison operators

$$x = 3 \cdot s^{\wedge} \quad s^{\wedge}$$

$$x = \text{Kernel} \quad s^-$$

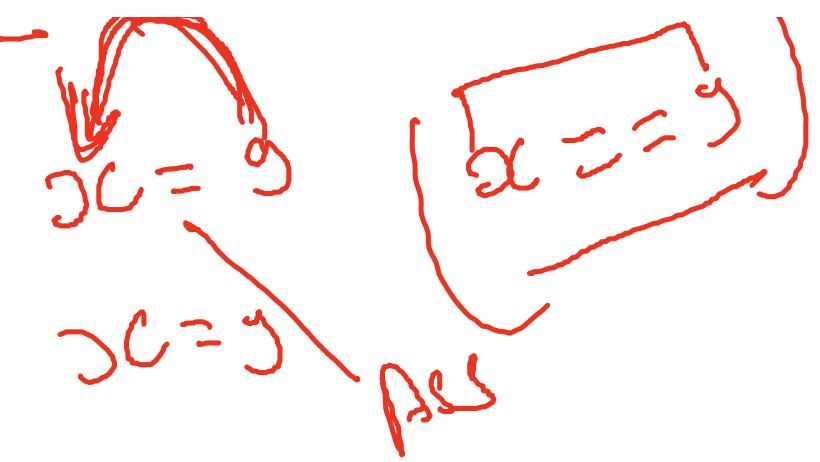
$$\gamma_1 = \text{Div} \alpha$$



$\Delta r$

" $\Delta r$ " +  $\cancel{x}$

The following groups:



- 160

- 100

- Logical operators
- Bitwise operators

## Arithmetic Operators

Arithmetic operators are used to perform arithmetic operations like addition, subtraction, multiplication, etc.

Operator	Name	Description
+	Addition	Adds together
-	Subtraction	Subtracts one
*	Multiplication	Multiplies two
/	Division	Divides one va
%	Modulus	Returns the d
++	Increment	Increases the
--	Decrement	Decreases the

## Java Assignment

Assignment operators are used to assign values to variables. In the example below, we use the assignment operator **=** to assign the value **10** to a variable called **x**:

### Example

```
int x = 10;  
Try it Yourself »
```

The **addition assignment** operator

### Example

```
int x = 10;  
x += 5;  
Try it Yourself »
```

A list of all assignment operators

Operator	Example	Same As
----------	---------	---------

# Operators

To perform common mathematical operations.

	Example	Try it
Add two values	$x + y$	<a href="#">Try it »</a>
Subtract one value from another	$x - y$	<a href="#">Try it »</a>
Multiply two values	$x * y$	<a href="#">Try it »</a>
Divide one value by another	$x / y$	<a href="#">Try it »</a>
Get division remainder	$x \% y$	<a href="#">Try it »</a>
Increment value of a variable by 1	$++x$	<a href="#">Try it »</a>
Decrement value of a variable by 1	$--x$	<a href="#">Try it »</a>

$\leftarrow x \rightarrow$

$s = 2$

$= 0.5$   
 $\backslash a$

$\overline{6}y$

# Operators

To assign values to variables.

The **assignment** operator ( $=$ ) to assign the

$wj6z$

$a + b$   
 $s + 6$   
 $i = 0$

$2$

operator ( $+=$ ) adds a value to a variable:

Monu Kumar AR

$5 + 6$

Bm

A

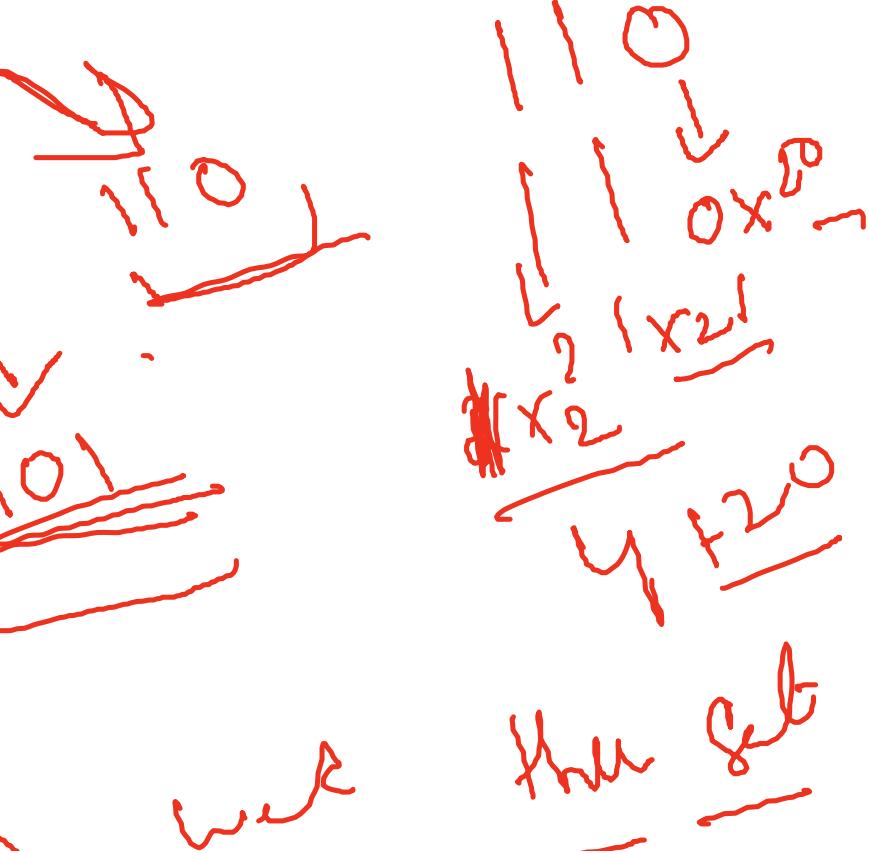
Try it

$y_1$   
 $x_1$

$$\begin{array}{r} 2 \mid 5 \\ \hline 2 & 2 \\ \hline 2 & 1 \\ \hline 0 & \end{array}$$

1

0



=	x = 5	x = 5
+=	x += 3	x = x + 3
-=	x -= 3	x = x - 3
*=	x *= 3	x = x * 3
/=	x /= 3	x = x / 3
%=	x %= 3	x = x % 3
&=	x &= 3	x = x & 3
=	x  = 3	x = x   3
^=	x ^= 3	x = x ^ 3
>>=	x >>= 3	x = x >> 3
<<=	x <<= 3	x = x << 3

## Java Comparison

Comparison operators are used to compare values.

Operator	Name
==	Equal to
!=	Not equal
>	Greater than
<	Less than
>=	Greater than or equal to
<=	Less than or equal to

## Java Logical Operator

Logical operators are used to determine if conditions are true or false.

Operator	Name	Description
&&	Logical and	Returns true if both statements are true
	Logical or	Returns true if one of the statements is true

	<a href="#">Try it »</a>
3	<a href="#">Try it »</a>
	<a href="#">Try it »</a>
	<a href="#">Try it »</a>
	<a href="#">Try it »</a>
3	<a href="#">Try it »</a>
	<a href="#">Try it »</a>
	<a href="#">Try it »</a>
3	<a href="#">Try it »</a>
3	<a href="#">Try it »</a>

we're

~~5~~

## Operators

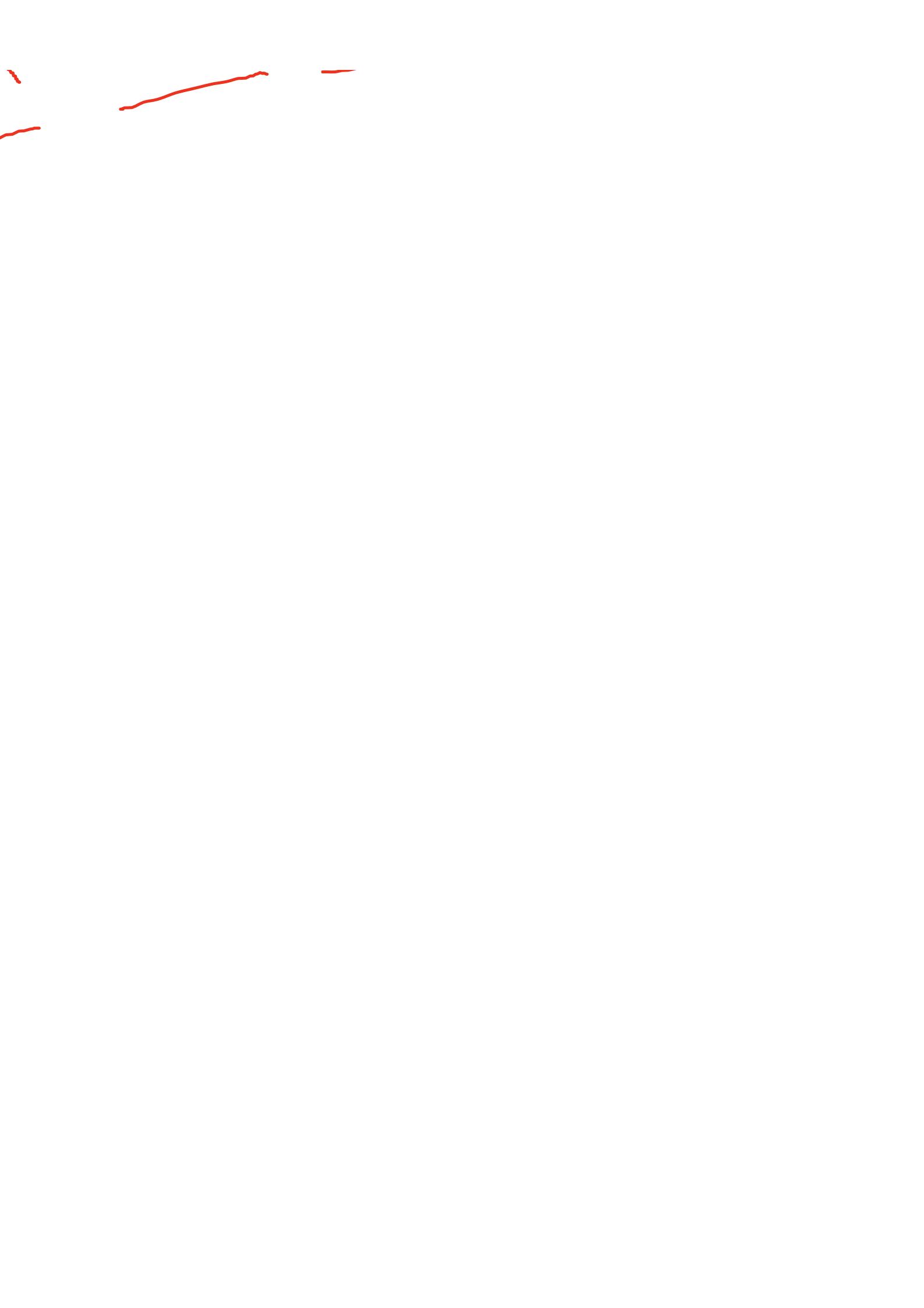
to compare two values:

	<b>Example</b>	<b>Try it</b>
	<code>x == y</code>	<a href="#">Try it »</a>
	<code>x != y</code>	<a href="#">Try it »</a>
	<code>x &gt; y</code>	<a href="#">Try it »</a>
	<code>x &lt; y</code>	<a href="#">Try it »</a>
al to	<code>x &gt;= y</code>	<a href="#">Try it »</a>
o	<code>x &lt;= y</code>	<a href="#">Try it »</a>

## Operators

determine the logic between variables or values:

	<b>Example</b>	<b>Try it</b>
both statements are true	<code>x &lt; 5 &amp;&amp; x &lt; 10</code>	<a href="#">Try it »</a>
one of the statements is true	<code>x &lt; 5    x &lt; 4</code>	<a href="#">Try it »</a>



!		Logical not	Reverse the result
---	--	-------------	--------------------

t, returns false if the result is true | !(x < 5 && x < 10) | [Try it »](#) |