
Algorithm 1 Insertion Sort(Non-increasing order)

```
1  for  $j = 2$  to  $A.length$ 
2       $key = A[j];$ 
3       $i = j - 1;$ 
4      while ( $j > 0$  and  $A[i] < key$ )
5           $A[i + 1] = A[i];$ 
6           $i --;$ 
7       $A[i + 1] = key;$ 
```

Algorithm 2 Linear search

Input: A sequence of n numbers A and a constant v

Output: Index i ;

```
1  for  $i = 1$  to  $A.length$ 
2      if  $A[i] == v$ 
3          return  $i;$ 
4  return  $NIL;$ 
```

$$T(n) = \begin{cases} 1 & \text{if } n = 1, \\ T(n - 1) + n - 1 & \text{if } n > 1. \end{cases}$$

Algorithm 3 Binary adding algorithm

Input: A sequence of n numbers A and a sequence of n numbers B

Output: A sequence of $n + 1$ numbers $C = [c_1, c_2, \dots, c_{n+1}]$;

```
1  for  $i = 1$  to  $n$ 
2       $C[i] = (A[i] + B[i] + carry) \% 2$ ;
3       $carry = (A[i] + B[i] + carry) / 2$ 
4   $C[i + 1] = carry$ ;
```

Algorithm 4 Selection Sort

Input: A sequence of n numbers unsorted array A ;

Output: Sorted array A ;

```
1  for  $i = 1$  to  $n - 1$ 
2       $min = i$ ;
3      for  $j = i + 1$  to  $n$ 
4          if  $A[j] < A[min]$ 
5               $min = j$ ;
6       $A[i] = temp$ ;
7       $A[i] = A[min]$ ;
8       $A[min] = A[i]$ ;
```

Algorithm 5 Merge(A, p, q, r)

```
1   $n_1 = q - p + 1$ ;
2   $n_2 = r - q$ ;
3  Let  $L[1..n_1]$  and  $R[1..n_2]$  be new arrays
4  for  $i = 1$  to  $n_1$ 
5       $L[i] = A[p + i - 1]$ ;
6  for  $j = 1$  to  $n_2$ 
7       $R[j] = A[q + i]$ ;
8   $i = 1$ ;
9   $j = 1$ ;
10  $k = p$ ;
11 while  $i < n_1$  and  $j < n_2$ 
12     if  $L[i] \leq R[j]$ 
13          $A[k] = L[i]$ ;
14          $i++$ ;
15     else
16          $A[k] = R[j]$ ;
17          $j++$ ;
18      $k++$ ;
19 if  $j == n_2$ 
20     for  $m = k$  to  $r$ 
21          $A[m] = L[i]$ ;
22      $i++$ ;
```

Algorithm 6 BinarySearch($A, target$)

```
1   $low = 1$ ;  
2   $high = A.length$ ;  
3  while  $low \leq high$   
4       $mid = (low + high)/2$ ;  
5      if  $A[mid] == target$   
6          return  $mid$ ;  
7      if  $A[mid] > target$   
8           $high = mid - 1$ ;  
9      else  
10          $low = mid + 1$ ;  
11 return  $-1$ ;
```
