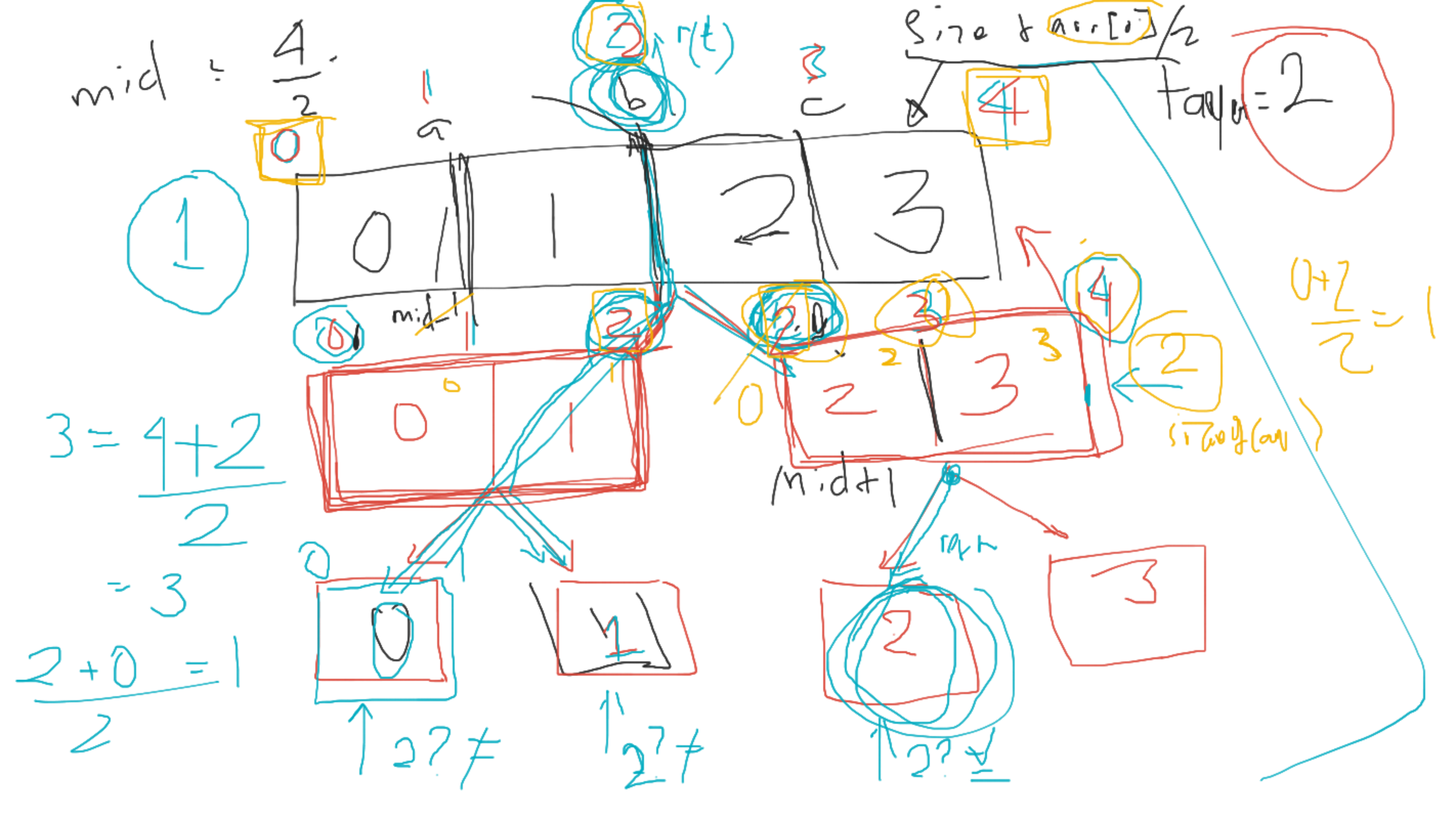
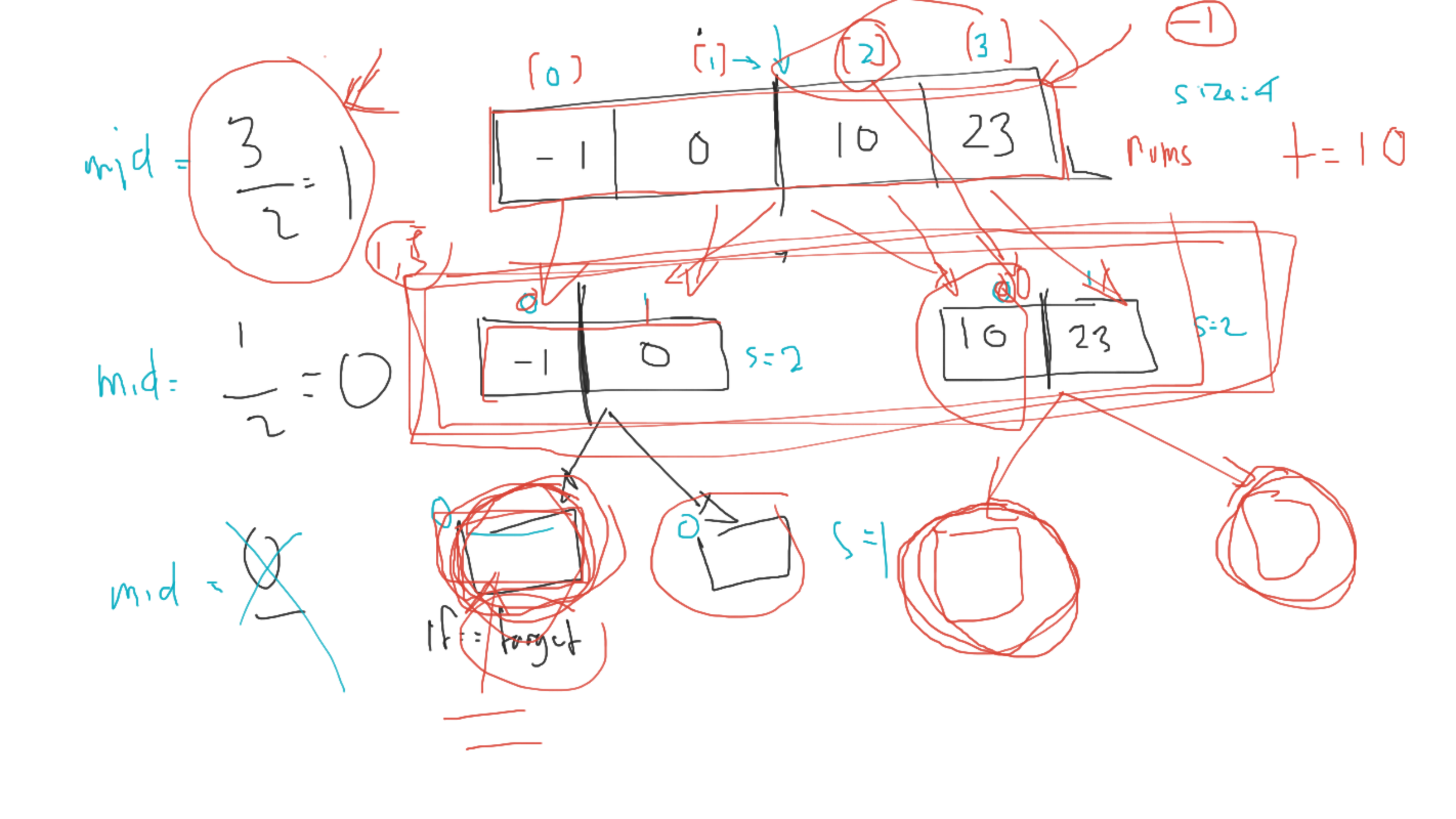
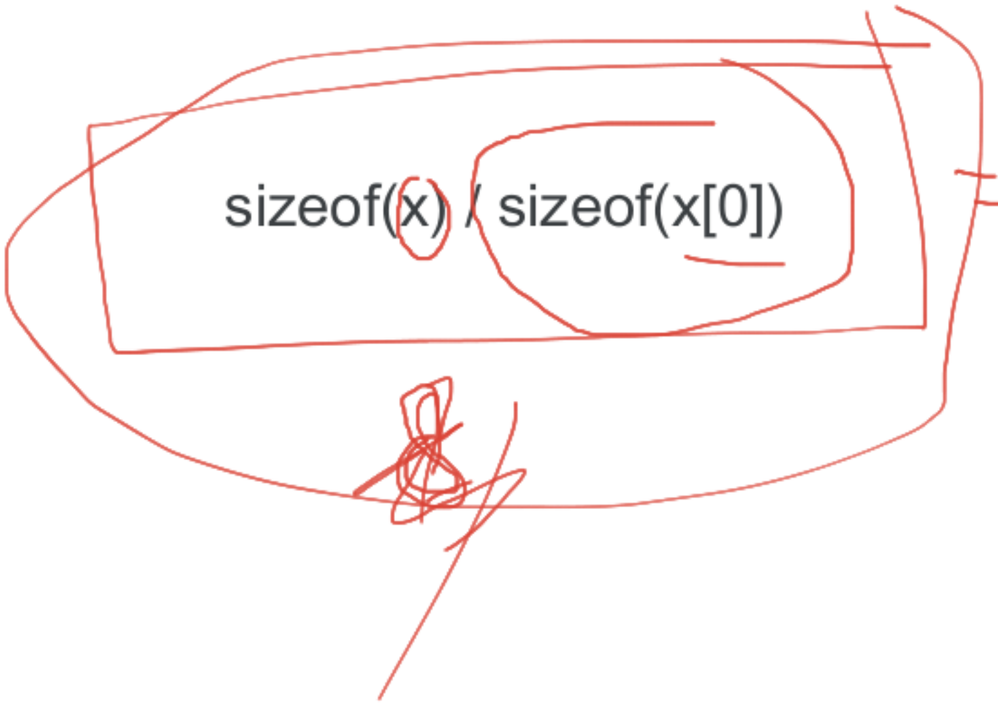
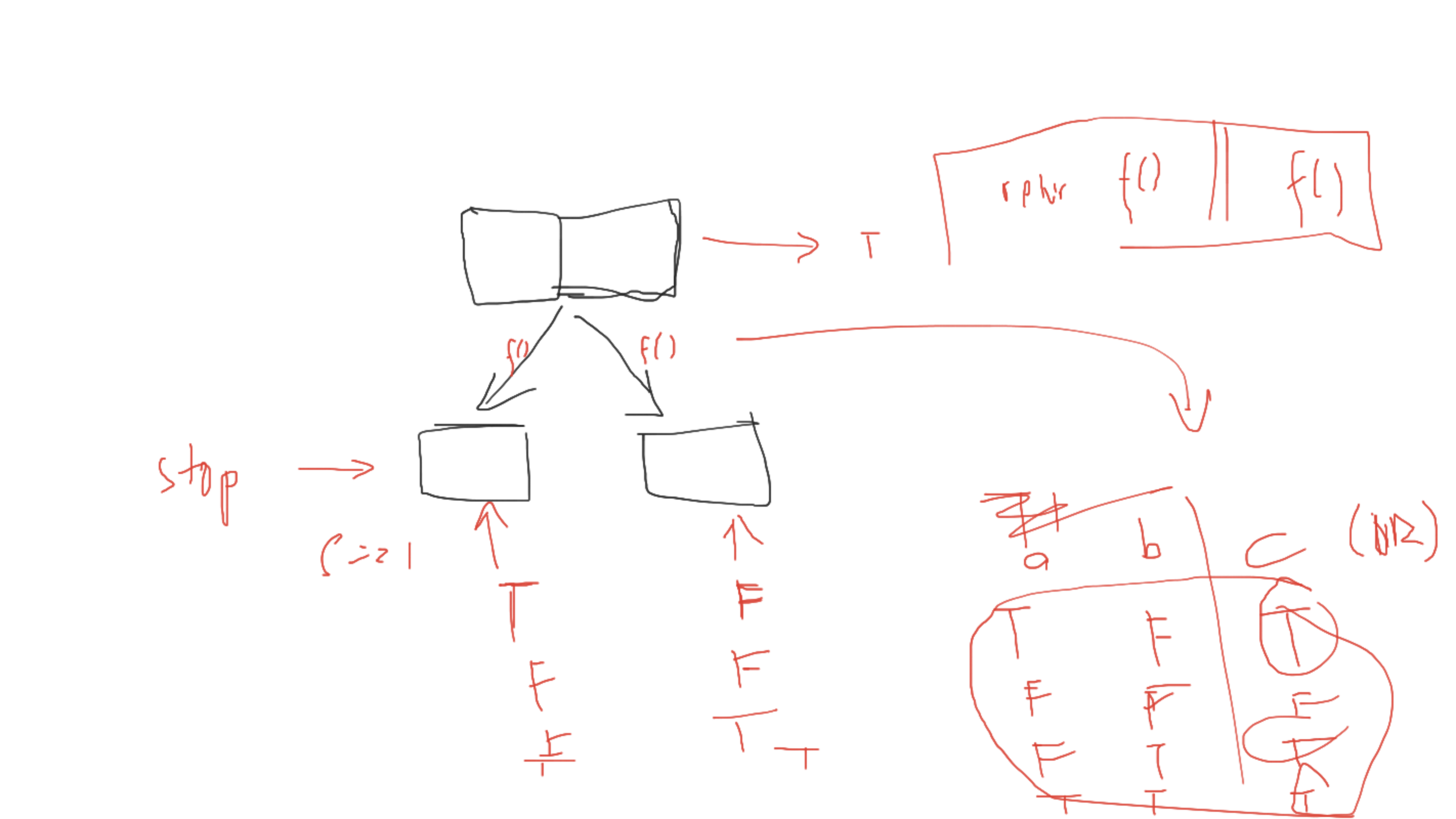
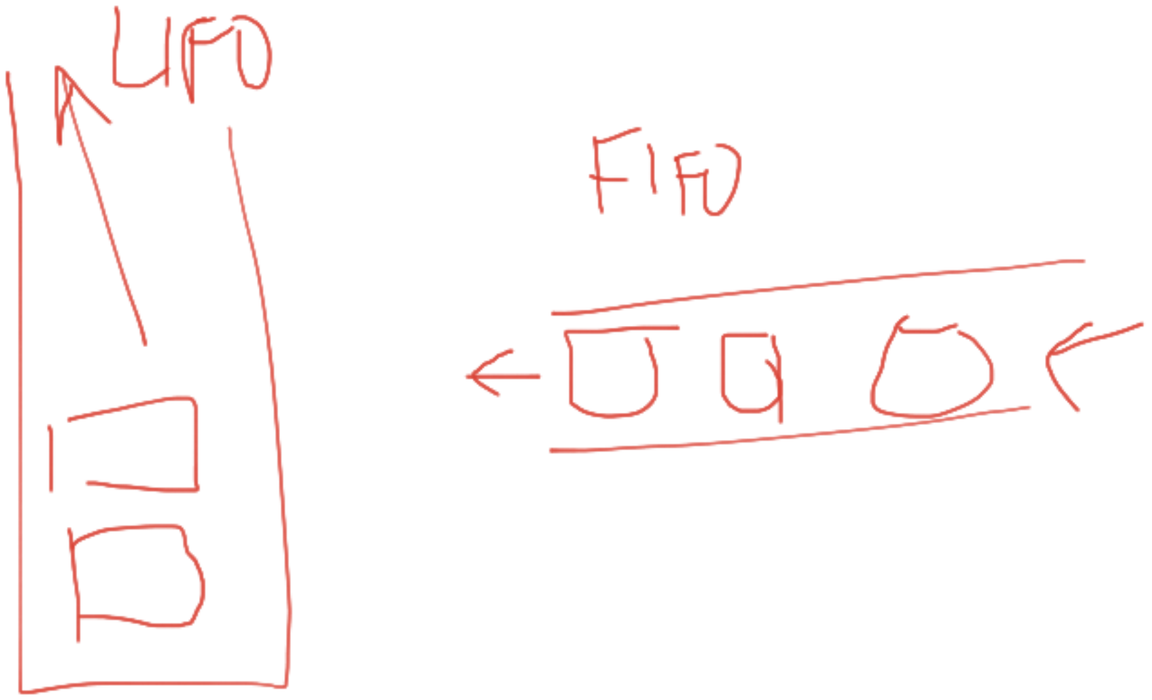
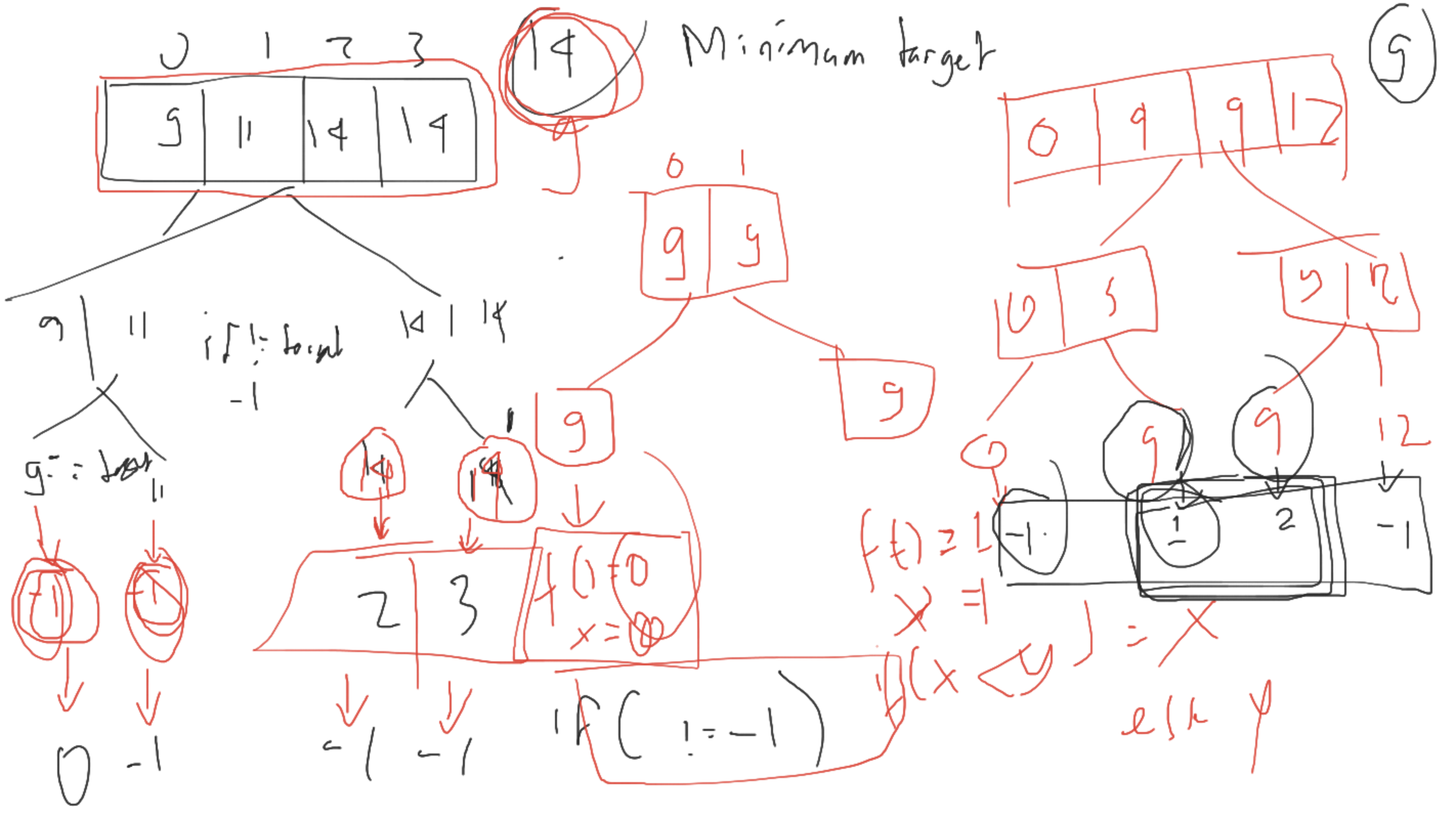

mid = 4/2
r(t)
size & arr[0]/2
target = 2
1
0 1 1 2 3
mid+1
0 1
0 1
0 2 3
mid+1
0
1
right
2
3
3 = (4+2)/2
= 3
(2+0)/2 = 1
(0+2)/2 = 1
sizeof(arr)
2?
1
2?
2?

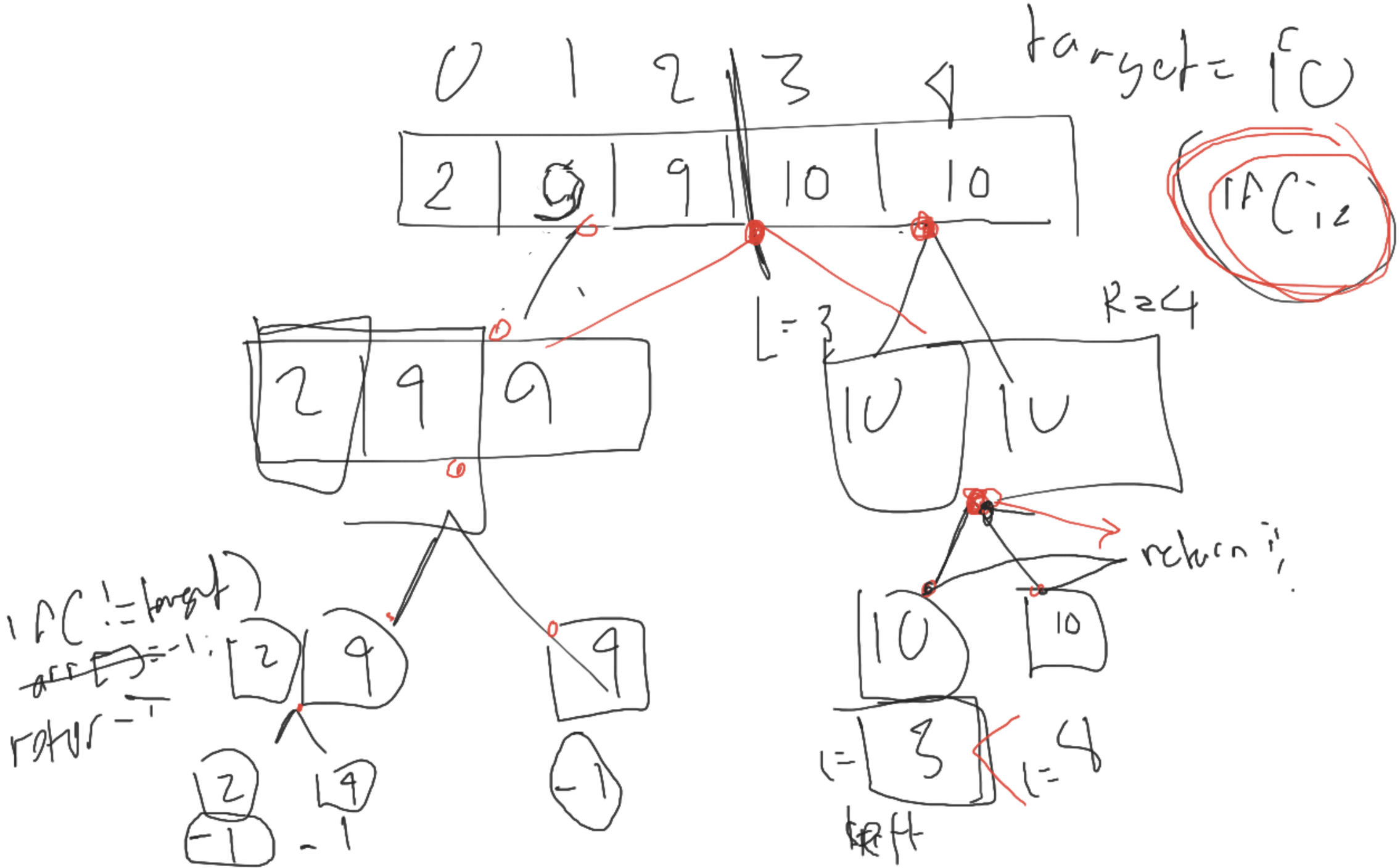

mid = 3/2 = 1
[0]
[1]
[2]
[3]
-1
size: 4
-1
0
10
23
nums
t = 10
mid = 1/2 = 0
s=2
10
23
s=2
mid =
s=1
if = target

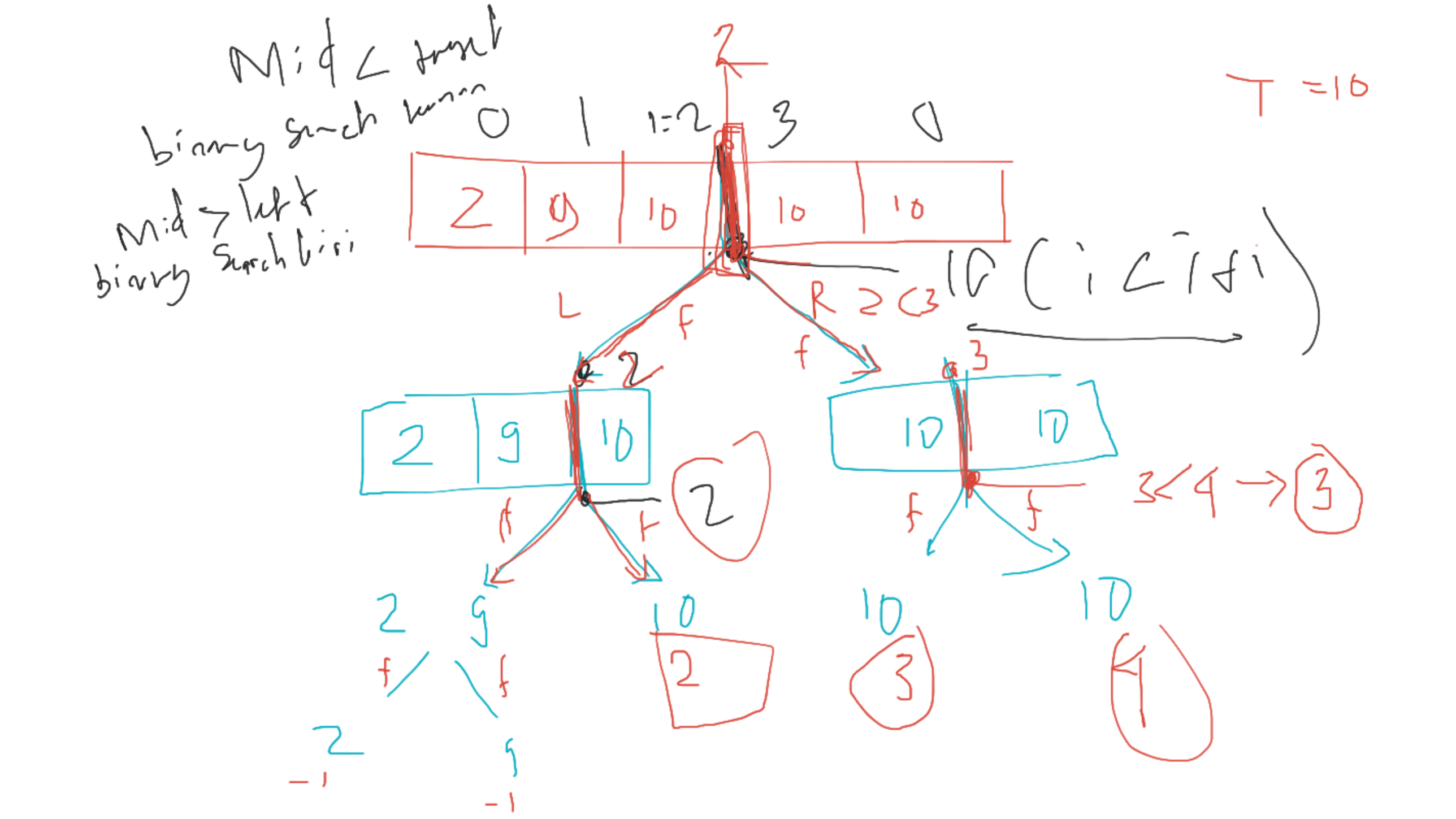

sizeof(x) / sizeof(x[0])


T
f()
F()
stop
T
F
F
F
F
T
T
a
b
c


LIFO
FIFO


Minimum target
9
0 1 2 3
9 11 14 14
14
9 11
14 14
if != target
-1
0 1
9 9
9
14 14
2 3
1 0 = 0
x = 0
if (1 != -1)
0 -1
-1 -1
0 9 9 12
0 9
9 12
-1 1 2 -1
f(1) = 1
x = 1
if (x < y) = x
else y


0 1 2 3 4
target = 10
2 9 9 10 10
L = 3
R = 4
2 9 9
10 10
return i;
10 10
2 9
9
2 9
-1 -1
-1
10
3
L = 4


Mid < front
binary search turn
Mid > left
binary search bin
T = 10
0 1 1:2 3 4
2 9 10 10 10
2
L
f
R ≥ 3
10 (i < ifi)
f
2
2 9 10
3
10 10
f f
f f
2
3 < 4 → 3
2 9
f f
2
10
2
10
3
10
4
2
-1
9
-1

f(x) {

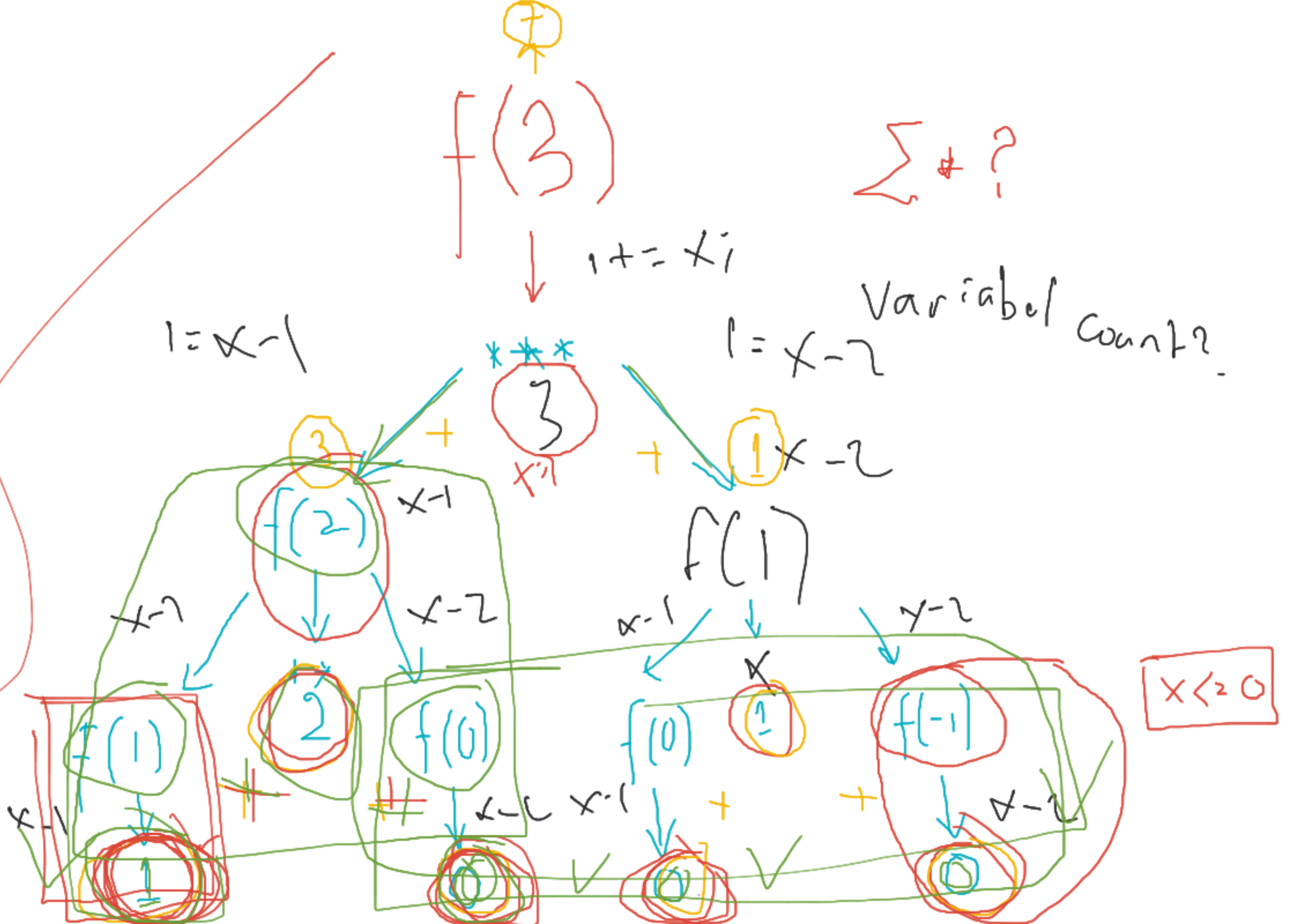
f(x-1) -

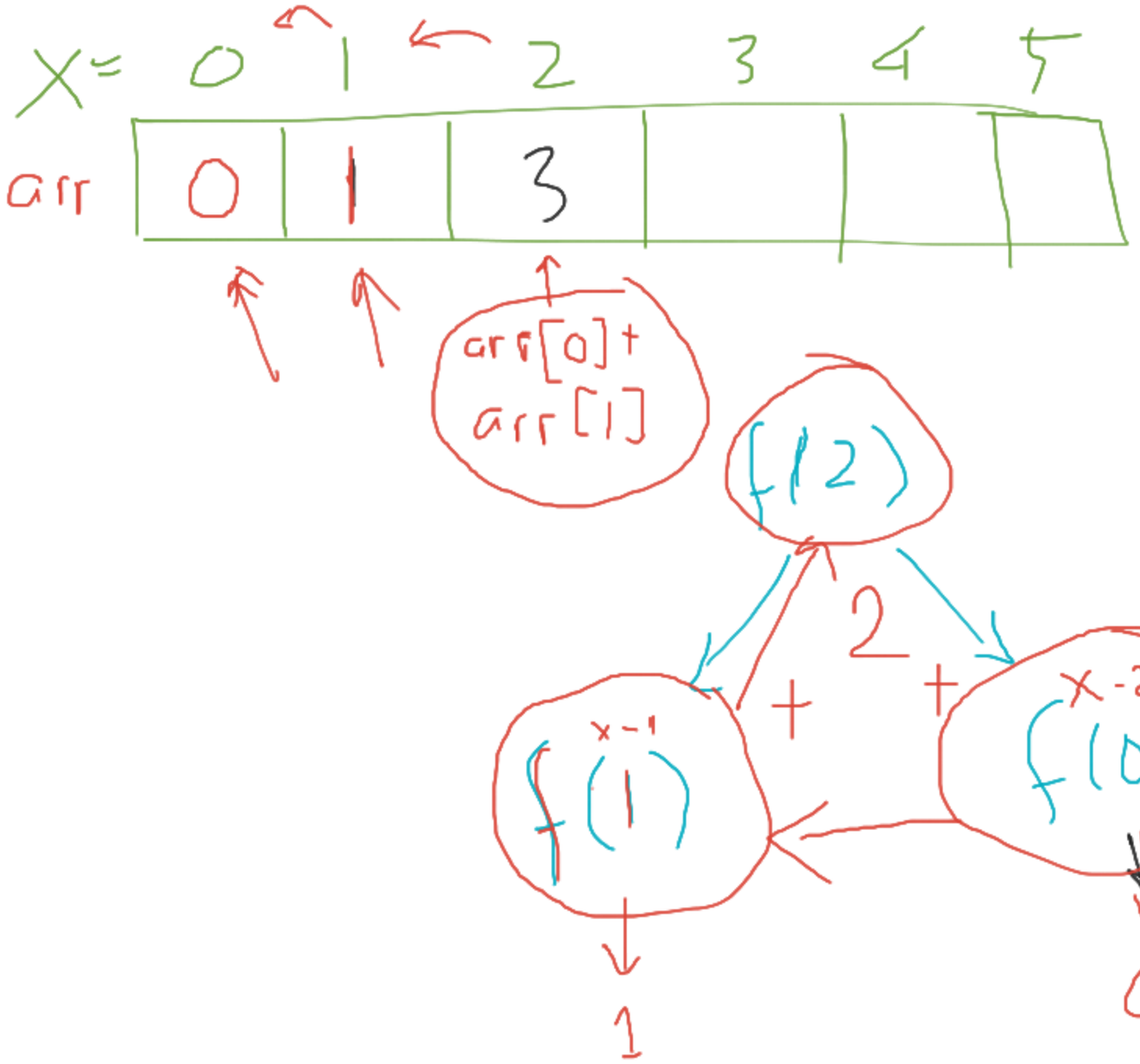
print(x) x 2

f(x-2) -

}

```
int fraktal_B(int x) {
  int i;
  if (x <= 0) return 0;
  else {
    int bintang = x;
    bintang += fraktal_B(x - 1);
    bintang += fraktal_B(x - 2);
    return bintang;
  }
}
```





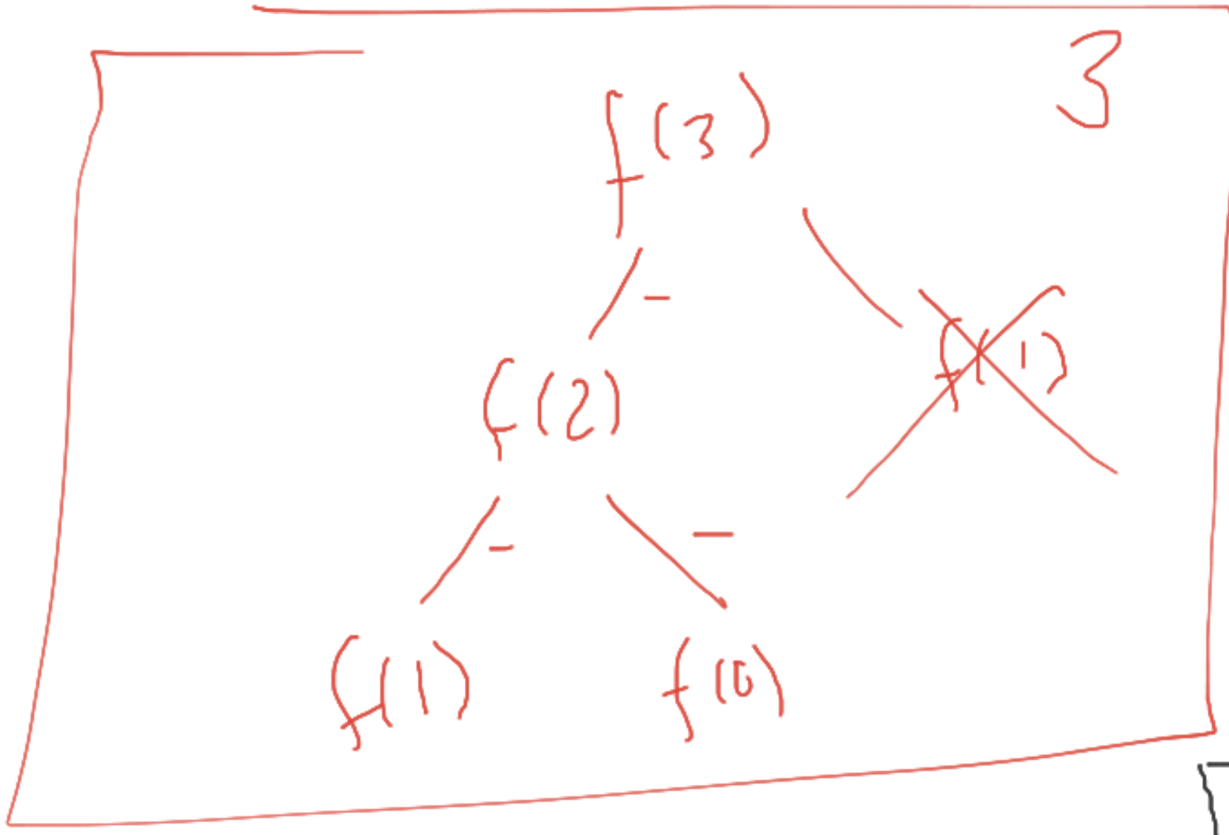
memo[x]:

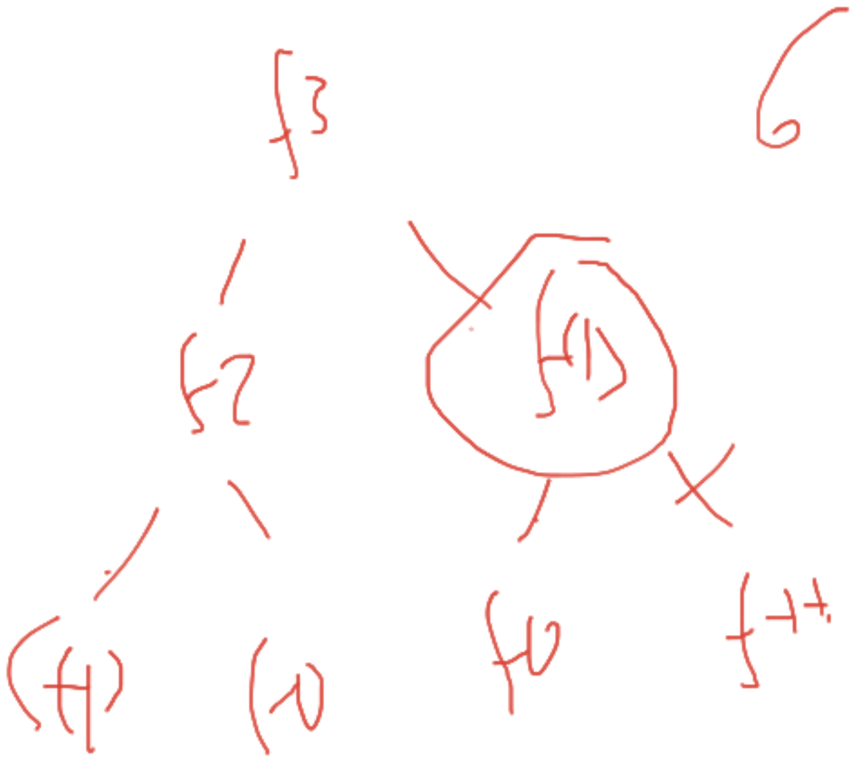
$f(2) = f(1) + f(0)$

$f(2) = arr[0] + arr[1]$

if(arr[x] != 0)
return arr[x]

else {
f(x)
}





Dynamic Programming !

Memorization

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