Search Algorithms

Algorithm	Time (Best / Avg / Worst)	Space	Approach Summary	Concept Used
Linear Search	O(1) / O(n) / O(n)	O(1)	Traverse each element until the key is found.	Brute Force
Binary Search	O(1) / O(log n) / O(log n)	O(1)	Repeatedly divide sorted array in half.	Divide and Conquer
Ternary Search	$O(log_3 n) / O(log_3 n) / O(log_3 n)$	O(1)	Split array into 3 parts and check mid-points.	Divide and Conquer
Jump Search	O(√n) / O(√n) / O(n)	O(1)	Jump ahead by Vn blocks, then do linear search.	Block Skipping
Exponential Search	O(log i) / O(log i) / O(log i)	O(1)	Find range exponentially, then binary search.	Binary + Exponential
Interpolation Search	O(1) / O(log log n) / O(n)	O(1)	Estimate mid using value-based formula (only for uniformly distributed arrays).	Value Prediction
Fibonacci Search	O(log n) / O(log n) / O(log n)	O(1)	Use Fibonacci numbers to split search range.	Fibonacci Numbers

10 Sorting Algorithms

Algorithm	Time (Best / Avg / Worst)	Space	Approach Summary	Concept Used
Bubble Sort	O(n) / O(n²) / O(n²)	O(1)	Repeatedly swap adjacent elements if they're in wrong order.	Brute Force
Selection Sort	O(n²) / O(n²) / O(n²)	O(1)	Select the smallest element & put it in the correct position.	Selection-based
Insertion Sort	O(n) / O(n²) / O(n²)	O(1)	Build sorted array one item at a time.	Incremental Building
Merge Sort	O(n log n) / O(n log n) / O(n log n)	O(n)	Divide array and merge in sorted order.	Divide and Conquer
Quick Sort	O(n log n) / O(n log n) / O(n²)	O(log n)	Pick pivot, partition elements around pivot, and sort halves.	Divide and Conquer

Algorithm	Time (Best / Avg / Worst)	Space	Approach Summary	Concept Used
Heap Sort	n) / O(n log n)	O(1)	Build max heap and remove top one by one.	Heap Tree
Counting Sort	O(n + k) / O(n + k) / O(n + k)	O(k)	Count frequency of elements, then rebuild array.	Counting (Non- Comparison)
Radix Sort	O(nk) / O(nk) / O(nk)	O(n + k)	Sort digits from least to most significant (uses Counting Sort).	Digit-wise Grouping
Bucket Sort	O(n²)	O(n + k)	Distribute elements in buckets and sort each one.	Divide and Distribute
Shell Sort	O(n log n) / O(n log ² n) / O(n ²)	O(1)	Gap-based insertion sort for distant elements.	Gap Reduction
Tim Sort	O(n) / O(n log n) / O(n log n)	O(n)	Hybrid of Merge and Insertion sort (used in Python & Java).	Hybrid Sorting