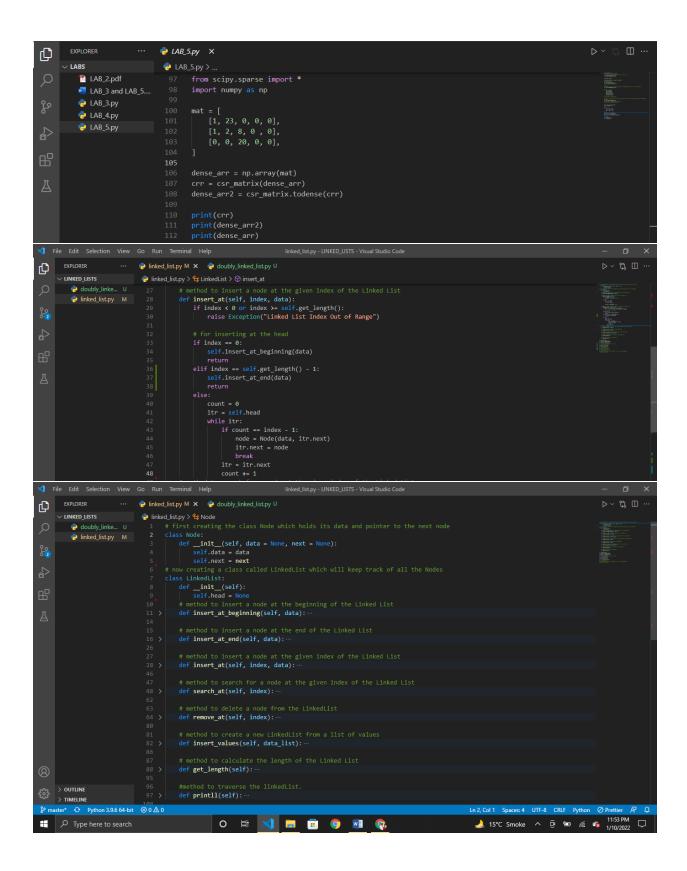
```
🔷 LAB_3.py > ...
                   x = ''
x = ''
v def binary_search(array, item):
    beg, end = 0, len(array)-1
    mid = int((beg+end)/2)
                                       while beg <= end and array[mid] != item:
   if item < array[mid]:
        end = mid - 1
        mid = int((beg+end)/2)</pre>
                                    beg = mid + 1
mid = int((beg+end)/2)
if array[mid] == item:
return mid
else:
              18 | return None
19 binary_search([1,2,3,4,5,6],2)
                       print('The time for own implementation is: ',timeit(x))
print('The time for built-in implementation is: ', timeit('''arr=[1,2,3,4,5,6]
arr.index(2)'''))
Tile Edit Selection View Go Run Terminal Help
         P LAB_3.py X P LAB_5.py
         LAB_3py > ...

25  # part (c) -->
26  def check_sort(arr):
27  for i in range(len(arr)-1):
28  if arr[i] > arr[i+1]:
29  return False
30  return True
                        def take_array():
                               cant_array().
array_elements = input(f"Enter the numbers of the array separated by commas: ").split(',')
array_elements = list(map(lambda x: int(x), array_elements))
if check_sort(array_elements):
    return array_elements
                              else:
return f'The inputed array is not sorted:('
                       def insertion_sort(arr):
                               for i in range(len(arr)-1):
    if arr[i] < arr[-1]:
        continue
                                           temp = arr[i]
arr[i] = arr[-1]
arr[-1] = temp
File Edit Selection View Go Run Terminal Help
                                                                                                                                           LAB_3.py - LABS - Visual Studio Code
        P LAB_3.py X P LAB_5.py
           LAB_3.py > ...
                       def binary_search():
    arr = take_array()
    if check_sort(arr):
        item = int(input(f'enter the number which you want to search in the above array: '))
                                      item = int(input(f'enter the number which )
if isinstance(arr, list):
    beg, end = 0, len(arr)-1
    mid = (beg+end)//2
    while beg <= end and arr[mid] != item:
    if item < arr[mid]:
        end = mid - 1
        mid (beg+end)//2</pre>
                                              mid (begeend)//2
else:
    beg = mid + 1
    mid = (begeend)//2
if item == arr[mid]:
    return mid
else:
                                                   print(f'Your entered item is not in the array, adding that item in the array: ')
arr.append(item)
insertion_sort(arr)
return arr
                                              return message
                                       return f'The inputed array is not sorted!!'
```





```
def remove_at(self, index):
    if index < 0 or index >= self.get_length():
        raise Exception("Linked List Index Out of Range")
                                                      # for deleting the very first node
if index == 0:
    self.head = self.head.next
                                                           if count == index - 1:
itr.next = itr.next.next
                                                            break
itr = itr.next
count += 1
                                                                 search for a node at the given index of the Linked List
                                                  def search_at(self, index):
                                                      if index < 0 or index >= self.get_length():
    raise Exception("Linked List Index Out of Range")
                                                      if index == 0:
    return self.head.data
else:

→ linked_list.py M
  → doubly_linked_list.py U ×

D
        V LINKED_LISTS
                                     🥏 doubly_linked_list.py > ધ DoublyLinkedList > 😚 print_forward
                                            class Node:
    def __init__(self, data=None, next=None, prev=None):
            <code-block> linked_list.py M</code>
                                                      self.data = data
self.next = next
self.prev = prev
                                                def __init__(self):
    self.head = None
                                                 def print_forward(self):
                                                 def print_backward(self): ...
                                                 def get_last_node(self): ··
                                                 def get_length(self): ...
                                                 def insert_at_begining(self, data):
                                                 def insert_at(self, index, data): ...
                                                 def remove_at(self, index): ...
                                                def insert_values(self, data_list): ...
                                    > OUTLINE
       > TIMELINE
```