	Date
	Page No.
	unt 02
	Assignment 02
	Eveny Severch (int any 17 inter
Al.	int binary Scarces (int any [7, int Key, ints)
A	for (int i=0; 1<5; i++)
	for Civil
	IL (ass [i7 = kom)
	If (arr [i] == Key) Jetnam i;
	elle y (are[i]>key)
	\(\frac{\x}{2}\)
	Deturn -1;
	3
	* return -1;
	y
A2.	void insertion sort (int arr[], ints)
	{
	for (int =1; i< size; i++)
	() () () () () () () () () ()
	(WC) = (-1)
	combe (j >0 et grr[]] > Key)
	aucj+17 = aucj]
	2 job;
	asi Firm No
	ary []+1] = Key;

<u>(1</u>i) Insertion con securique void insertion (int arr (7) intn) 4 (n==1) seturn; insertion largen-1); int last = aurn-17; while (1>20 & & arr[j] > last) are [i+1] = arr [j]; arr[]+1]=laut; Insertion cost considers one input Element per iteration and produces partial folition without considering future Elements Thus insertion eart ie an online algorithm. Complexity of all footing Algorithm

	Date Page No
	Best case Ang. Case Works Space ountle sort o(n) o(n) o(n)
	Bubble sort O(n) o(n2) o(n2) o(1)
	selection Sort O(n2) O(n2) O(n2) O(1)
	Insertion sort O(n) O(n2) O(ny O(1)
	rurge soot Olnlogn) Olnlogn) Olnlogn) Oln
	quiek sost Olnlogn) Olnlogn) Olnz, Oln)
	Heap sort O(nlogn) O(nlogn) olnlogn) d
A4.	Inplace: Sort the input array by rearranging the Elements couthin the array itself for eg. Bubble 30st
<i>→</i>	Islection Sort Insertion Sort
(2)	Equal clements in the array itself.
→ →	Bubble Sox
→ →	Mege Sort
,	Mege Sort Count sort

Page No. _ Orline: Sorts the mo name of ciements as they arrive Recussive code for binary search A5. int binary (int arr [], inte g intraintre (f(x)=1) int mid = 2 + (r-d)/2; (May) "4 (ar [mid]==x) return mid; y carr [mid]>n) geturn bingry Carry mid +1, Y, 2) setum +; Heratibine code for bingry Search int binary (int arr [], int no intro) Int l=0, $\gamma = h-1$; While $(h < = \gamma)$ int mid = 1+(r-1)/2; y (aucmid]==n) seturn mid;

Date.

if (arr (mid) < n)

l=mid+1; $\gamma = mid - 1$ getrom -1; Ang. Worst Space Olvogn) Ollogn) Comp. Binary Search (Recursive) Best Case 04) ollogn) ollogn) bli) 0(1) Poinary seasch
(sterature) oln) oln) oln) 0(1) Linear Search ·0(n) 0(n) 0(n) 00 Linear (sterative) The securrence selation Espouses the A6. time complexity of binary Search algorithm with terms of its sub Th) 2 Th/2) + 04) This = among size is in

This = among size is in

This = among size is in

O() = is the time complexity

for comparing middle

Element to target Element

Page No. — Step1: Stort the input array in non decreasing order A7. Step2: Initialize true pointers élij to point to first l'exist Element garay sespectively. While i cj compute A [i]+A[j] step3! Step 4: y sum = 2K setven i 4j Step 5: y sum < K Ine i by 1: Steps i je sum sk dee i by 1. olen). (da AB. Quicksort is widely used algorithm that has an avage TC of Olnlogn)

It is faster than other popular

Sorning Algorithm It is efficient

for large dataset and saves memory gray { 7,21,31,8,10,1,20,6,4,54 Int get inv count (int arr[], inth)

Int inv count zo;

for (inti=0; i<n-1; i++)

for (mtj zi+); j<n; j++)

Date.

	Date Page No
	¿ y (arr (i] > arr (j)) intrount ++;
	y Carris
	Macocho
	schien Envount;
	seturn invario
	Best case: The privot Element chosen
Alo.	should be the median q an array. if pivot is median then, array is if pivot is median then, array is
	il print is median then, array is
	diadad in that and
	To a usie case is Ollogn
	TC 9 this care is Ollogn
	the largest or smallest in TC = 0(112)
	the largest or smallest in TC = O(n)
	for Merge Sort: 2 1/m/2 10(n)
All.	0 00 L (00) = 1 (M) = 2 (M(2) + 0 (M)
	worst case - T(n)= 2T(n/2) + O(nlogn)
	for quicksort
	Best Case -> 2T(n/2) + O(n)
	Worst Case -> Tin-17 +0(n)
	· · ·
A 1.0	Yes, it is possible
A12'	void selection sort (int gr (7; intn)
	<u> </u>
	for c int i=0; i' <n-1; i++)<="" th=""></n-1;>
	first min = i!

for (int jzi+1;j<n;j++) y (are [j] < are [min] E min 2/ ent lemp = are [i]; are [i] = are [min]; ars [min] = temp; void bubble sort (Int arr [7, Inth) A13' bool swapped; for (inti=0; i<n; i++) swapped e false; for (int j=0; j<n-i-1;j++) snap Carrij , are [j+1]); snapped = me; (swapped) break;