

Beginning of Report

Above is me compiling and running valgrind with a random.txt that has around 100 words.

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-bash-4.2$  
-bash-4.2$ ls  
main main.cpp Makefile random.txt SortedArrayList.cpp SortedLinkedList.cpp SortedList.cpp Timer.h  
-bash-4.2$ make  
make: `main' is up to date.  
-bash-4.2$ main  
Testing SortedArrayList:  
14.6436  
0.057432  
15.1424  
Testing SortedLinkedList:  
67.7616  
48.6088  
11.8841  
-bash-4.2$
```

Above is a regular run of the program using a random.txt file that has 45,000 words.

```

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void insert_all_words(string file_name, SortedList & L) //SortedArrayList O(N^2)
                                                    //SortedLinkedList O(N^2)
{
    Timer t;
    double eTime;
    ifstream file;
    file.open(file_name);
    t.start();

    string word;
    while(file >> word)
    {
        L.insert(word);
    }
    t.elapsedUserTime(eTime);
    cout << eTime << endl;
    file.close();
}

void find_all_words(string file_name, SortedList & L) //SortedArrayList O(N log N)
                                                    //SortedLinkedList O(N^2)
{
    //cout << "Testing Find All Words" << endl;
    Timer t;
    double eTime;
    ifstream file;
    file.open(file_name);
    string word;
    t.start();

    while(file >> word)
    {
        L.find(word);
        //cout << L.find(word) << endl;
    }
    t.elapsedUserTime(eTime);
    cout << eTime << endl;
    file.close();
}

void remove_all_words(string file_name, SortedList & L) //SortedArrayList O(N^2)
                                                    //SortedLinkedList O(N^2)
{
    //cout << "Testing Remove All Words" << endl;
    Timer t;
    double eTime;
    ifstream file;
    file.open(file_name);
    string word;
    t.start();

    while(file >> word)
    {
        L.remove(word);
    }
    t.elapsedUserTime(eTime);
    cout << eTime << endl;
    file.close();
}
-- INSERT --
78,1 40%

```

Above is the $O(N)$ of the test functions that use the methods from my SortedArrayList class and my SortedLinkedList class.

```
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[] SortedArrayList& operator = (const SortedArrayList& a) = delete;

bool isFull()//O(1)
{
    if(size == capacity)
    {
        return 1;
    }
    return 0;
}

bool isEmpty()//O(1)
{
    if(size == 0)
    {
        return 1;
    }
    return 0;
}

int binary_search(string key, string buf[], int min, int max)//O(Log N)
{
    int mid;
    while(min <= max)
    {
        mid = min + (max - min)/2;
        if(key < buf[mid])
        {
            max = mid - 1;
        }
        else if(key > buf[mid])
        {
            min = mid + 1;
        }
        else
        {
            return mid;
        }
    }
    if(buf[min] > key)
    {
        return min;
    }
    else
    {
        return min-1;
    }
}

void copy_down(int hole)//O(N)
{
    for(int i = size; i > hole; --i)
    {
        buf[i] = buf[i-1];
    }
    ++size;
}
```

20,1-8 26%

```
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}

void copy_down(int hole)//O(N)
{
    for(int i = size; i > hole; --i)
    {
        buf[i] = buf[i-1];
    }
    ++size;
}

void copy_up(int hole)//O(N)
{
    for(int i = hole; i < size; ++i)
    {
        buf[i] = buf[i+1];
    }
    --size;
}

void insert(string word)//O(N)
{
    int loc = binary_search(word, buf, 0, size);

    copy_down(loc);
    buf[loc] = word;
}

bool find(string word)//O(log N)
{
    int result = binary_search(word, buf, 0, size);
    if(buf[result] == word)
    {
        return 1;
    }
    return 0;
}

void remove(string word) // O(N)
{
    int loc = binary_search(word, buf, 0, size);
    if(find(word))
    {
        copy_up(loc);
    }
}

void print(ostream & out)//O(N)
{
    for(int i = 0; i < size; ++i)
    {
        out << buf[i] << endl;
    }
}

~SortedList()//O(1)
{
    delete[] buf;
}

}E
```

134,2 Bot

Above is the $O(N)$ of all of my methods in my SortedArrayList class.

```
ListNode& operator = (const ListNode& ln) = delete;

static void print(ostream & out, ListNode *L) // O(N)
{
    if (L)
    {
        out << L->info << endl;
        print(out, L->next);
    }
}

static ListNode* remove(string s, ListNode* L) // O(N)
{
    ListNode* p = L;
    if(p == nullptr)
    {
        return nullptr;
    }
    if(p->next == nullptr)
    {
        if(p->info == s)
        {
            delete p;
            return nullptr;
        }
        return L;
    }
    ListNode* prev = p;
    while(p != nullptr)
    {
        p = p->next;
        if(p == nullptr)
        {
            return L;
        }
        if(p->info == s)
        {
            prev->next = p->next;
            delete p;
            return L;
        }
        prev = prev->next;
    }
    return L;
}

static ListNode* find(string s, ListNode* L) // O(N)
{
    for(ListNode* p = L; p!=nullptr; p = p->next)
    {
        if(p->info == s)
        {
            return p;
        }
        if(s < p->info)
        {
            return nullptr;
        }
    }
    return nullptr;
}
```

```
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bool isFull() //O(1)
{
    return 0;
}

bool isEmpty() //O(1)
{
    if(head == nullptr)
    {
        return 1;
    }
    return 0;
}

void insert(string word) // O(N)
{
    ListNode* p = head;
    if(p == nullptr)
    {
        ListNode* temp = new ListNode(word, head);
        head = temp;
    }
    else if(word <= p->info)
    {
        ListNode* temp = new ListNode(word, head);
        head = temp;
    }
    else
    {
        while(p != nullptr)
        {
            if(word > p->info && p->next == nullptr)
            {
                ListNode* temp = new ListNode(word, p->next);
                p->next = temp;
            }
            else if(word > p->info && word <= p->next->info)
            {
                ListNode* temp = new ListNode(word, p->next);
                p->next = temp;
            }
            p = p->next;
        }
    }
}

bool find(string word) // O(N)
{
    ListNode* temp;
    temp = ListNode::find(word, head);
    if(temp)
    {
        return 1;
    }
    return 0;
}

void remove(string word) // O(N)
{
    head = ListNode::remove(word, head);
}
```

154, 1-8 81%

Above is the $O(N)$ of my methods and static methods in my SortedLinkedList class.

End of Report