# GROUP A: ASSIGNMENT NO.1

Page No.

Title: Fibonacci Numbers

Objective: To find time & space complexity of Fibonacci Series Algorithm.

Problem Statement:

Moite a non recursive fraccuosive program to calculate Fibonacci Numbers & Analyze their time & space complexity.

Software & Hardware Requirement:

1) Desktop/Laptop

2> Any Operating System

3) IDF for writing & sunning code.

Theony:

Algorithm:

An algorithm can be defined as a finite set of steps, which has to be followed while comying out a posticular problem. It is nothing but a process of executing actions step by step.

An algorithm is a distinct computational procedure that takes input as a set of values & results in the output as a set of values by solving the problem. More precisely, an algorithm is correct, if for each input instance, it gets the correct output i gets torminated.

Page No.	
Date	

Asymptotic Notations:

Asymptotic notations are the mathematical notations used to describe the running time of an algorithm when the input tends towards a particular value or a limiting value.

e.g. In bubble sort, when the in put array is sorted

the time taken by the algorithm is linears i.e. the best core lather in severe order the time taken is quadratic.

Taken neither soxted mor severe it is average time.

There are mainly 3 Asymptotic Natations:

1) Big = O Notation: (0)

Big-O notation sepsements the upper bound of the sunning time of an algorithm. Thus, it gives the worst care complexity of an algorithm.

2) Omega Natation: (I)

Omega notation represent the lower bound of the nunning time of an algorithm. Thus, it provides the best case complexity of an algorithm.

3) Thera Notation: (0)

Theta notation encloses the function from above & below. Since it represents the upper & lower bound of the running time of an algorithm, it is used for analyzing the average-case complexity of an algorithm.

Page No.		
Date	T	

01
Algorithm:
17 Iterative!
Procedure Iterative_Fibonacci(n):
int fo, f1, fib
fo = 0
£1 = 1
display fo, f1
for int $i := 1$ to $n := 1$
$f_{ib} := f_{0} + f_{1}$
fo = f1
$f_1 = f_1b$
display fib
END FOR 100P
END Iterative_Fibonacci
2> Recursive:
Procedure Recursive Fibonacci (n)
int fof1
fo=0
$\mathcal{F}_{1} = 1$
;f (n<=1):
rotum 1
return Recursive Fibonacci (n-1) +
Recrosine-Fibonacci (n-2)
FND Recursive Fibonacci
Time Complexity: The time complexity of an algorithm
anabilier the amount of time taken by an almost
quantifier the amount of time taken by an algorithm
of the input.

T	
	T

Space Complexity: The space complexity of an algorithm quantifier the amount of space taken by an algorithm to our as a function of the length of the input.

For Iterative Method:

- · Time complexity is T(N) i.e. linear
- · Space complexity is O(1).

For recursive Method:

- · Time complexity is T (2"N) 1:e. exponential.
- · Space complexity is O(N).

Conclusion: Successfully implemented program for Fibonacci services using iterative & recursive approach & analyzed the space & time compexity for both approaches.

30/8/22

## Code:

## Non Recursive Fibonacci

```
#include <iostream>
using namespace std;
int main(){
    int n;
    cout<<"Enter no of elements in series (>2): "<<endl;</pre>
    cin>>n;
    int a = 0;
    int b = 1;
    int c;
    cout<<a<<" "<<b<<" ";
    for (int i = 0; i < n-2; i++)
        c = a+b;
        a = b;
        b = c;
    cout<<c<<endl;</pre>
    cout<<"Count: "<<endl;</pre>
    return 0;
```

## Output:

```
Enter no of elements in series (>2):
5
0 1 3
Count: 3
```

## Recursive Fibonacci

```
#include <iostream>
using namespace std;
int fib(int x,int &count){
    count++;
    if (x == 0 | | x == 1)
        return x;
    else
        return (fib(x-1,count) + fib(x-2,count));
    }
int main(){
    int n;
    int count = 0;
    cout<<"Enter no of elements in Fibonacci Series: "<<endl;</pre>
    cout << fib(n-1, count)<<endl;</pre>
    cout << "Count: "<<count<<endl;</pre>
    return 0;
```

## Output:

```
Enter no of elements in Fibonacci Series: 5
3
Count: 9
```