## 6.1 Presorting

### Element Uniqueness

```
//Solves the element uniqueness problem by sorting the array first //Input: An array A[0..n-1] of orderable elements //Output: Returns "true" if A has no equal elements, "false" otherwise sort the array A for i\leftarrow 0 to n-2 do if A[i]=A[i+1] return false return true
```

## Computing mode

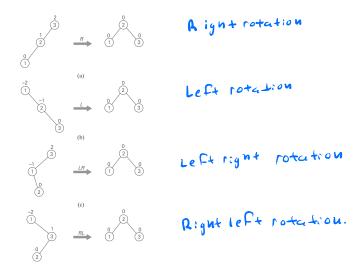
```
ALGORITHM PresortMode(A[0..n-1])
    //Computes the mode of an array by sorting it first
    //Input: An array A[0..n-1] of orderable elements
    //Output: The array's mode
    sort the array A
                                //current run begins at position i
    i \leftarrow 0
    modefrequency \leftarrow 0
                               //highest frequency seen so far
     while i \le n-1 do
         runlength \leftarrow 1; runvalue \leftarrow A[i]

while i + runlength \le n - 1 and A[i + runlength] = runvalue
              runlength \leftarrow runlength + 1
         if \ runlength > mode frequency
            modefrequency \leftarrow runlength; modevalue \leftarrow runvalue
         i \leftarrow i + runlength
    return modevalue
```

# Searching Problem

## AVL Trees:

#### Rotation



## 2-3 Trees:

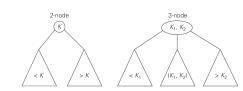


FIGURE 6.7 Two kinds of nodes of a 2-3 tree