

ASSIGNMENT - 2: Algorithms (Computation)

Problem Statement:

Consider the following computational problems. Find out the Time Complexity of all the problems. Write your comments and observations for each problem.

1. Find the sum of two numbers A and B

Algorithm:

- Step - 1: Start
- Step - 2: Declare variables 'A', 'B' and 'Sum'
- Step - 3: Read the values of 'A' and 'B' from the user / initialize them
- Step - 4: Add 'A' and 'B'. Assign the result to 'Sum'
- Step - 5: If required, print the value of 'Sum' to observe the output
- Step - 6: End

Time Complexity: $O(1)$

Observation / Comments:

Since the execution time of this algorithm is independent of the size of input, time taken to execute this remains the same. Also there are no non-recursive and non-loop statements. Hence the time complexity is constant ($O(1)$), ie; Constant time is taken for performing the addition of two numbers.

2. Convert temperature from Celsius(C) to Fahrenheit(F) and Fahrenheit(F) to Celsius(C)

Algorithm (Celsius to Fahrenheit):

- Step - 1: Start
- Step - 2: Declare variables 'C' and 'F'
- Step - 3: Read the value of 'C' from the user / initialize it
- Step - 4: Perform the calculation $(9/5)*C + 32$. Assign the result to 'F'
- Step - 5: If required, print the value of 'F' to observe the output
- Step - 6: End

Algorithm (Fahrenheit to Celsius):

- Step - 1: Start
- Step - 2: Declare variables 'C' and 'F'
- Step - 3: Read the value of 'F' from the user / initialize it
- Step - 4: Perform the calculation $(5/9)*(F - 32)$. Assign the result to 'C'
- Step - 5: If required, print the value of 'C' to observe the output
- Step - 6: End

Time Complexity: $O(1)$

Observation / Comments:

Since the execution time of this algorithm is independent of the size of input, time taken to execute this remains the same. Also there are no non-recursive and non-loop statements. Hence the time complexity is constant ($O(1)$), ie; Constant time is taken for performing Celcius to Fahrenheit and Fahrenheit to Celcius.

3. Find Area(A) and Perimeter(P) of a square**Algorithm:**

- Step - 1: Start
- Step - 2: Declare variables 'a', 'A' and 'P'
- Step - 3: Read the value of 'a' (Length of one of its side) from the user / initialize it
- Step - 4: Perform the calculation $a*a$. Assign the result to 'A'
- Step - 5: Perform the calculation $4*a$. Assign the result to 'P'
- Step - 6: If required, print the value of 'A' and 'P' to observe the output
- Step - 7: End

Time Complexity: $O(1)$

Observation / Comments:

Since the execution time of this algorithm is independent of the size of input, time taken to execute this remains the same. Also there are no non-recursive and non-loop statements. Hence the time complexity is constant ($O(1)$), ie; Constant time is taken to find the Area and Perimeter of the square.

4. Find the Compound Interest (CI):

Algorithm:

- Step - 1: Start
- Step - 2: Declare variables 'A', 'P', 'r', 'n' and 't'
- Step - 3: Read the values of 'P', 'r', 'n' and 't' from the user / initialize it
- Step - 4: Perform the calculation $P * ((1 + r/n)^{(nt)})$ and assign the result to A
- Step - 5: If required, print the value of 'A' to observe the output
- Step - 6: End

Time Complexity: $O(1)$

Observation / Comments:

Since the execution time of this algorithm is independent of the size of input, time taken to execute this remains the same. Also there are no non-recursive and non-loop statements. Hence the time complexity is constant ($O(1)$), ie; Constant time is taken to find the value of Compound interest.

5. Swap two numbers using temporary variable

Algorithm:

- Step - 1: Start
- Step - 2: Declare variables 'a', 'b' and 'temp'
- Step - 3: Read the values of 'a' and 'b' from the user / initialize it
- Step - 4: Store the value of 'a' in 'temp' (ie, perform $temp = a$)
- Step - 5: Store the value of 'b' in 'a' (ie, perform $a = b$)
- Step - 6: Store the value of 'temp' in 'b' (ie, perform $b = temp$)
- Step - 7: If required, print the value of 'a' and 'b' to observe the output
- Step - 8: End

Time Complexity: $O(1)$

Observation / Comments:

Since the execution time of this algorithm is independent of the size of input, time taken to execute this remains the same. Also there are no non-recursive and non-loop statements. Hence the time complexity is constant ($O(1)$), ie; Constant time is taken to swap two numbers.

6. Find the smallest of 2 numbers A and B

Algorithm:

- Step - 1: Start
- Step - 2: Declare variables 'A', 'B' and 'Small'
- Step - 3: Read the values of 'A' and 'B' from the user / initialize it
- Step - 4: Check if 'A' is less than or equal to 'B' (ie, $A \leq B$)
- Step - 5: If it is, then assign $\text{Small} = 'A'$. Otherwise assign $\text{Small} = 'B'$
- Step - 6: If required, print the value of 'Small' to observe the output
- Step - 7: End

Time Complexity: $O(1)$

Observation / Comments:

Since the execution time of this algorithm is independent of the size of input, time taken to execute this remains the same. Also there are no non-recursive and non-loop statements. Hence the time complexity is constant ($O(1)$), ie; Constant time is taken to find the smallest number.

7. Find the largest of three numbers A, B and C

Algorithm:

- Step - 1: Start
- Step - 2: Declare variables 'A', 'B', 'C' and 'Large'
- Step - 3: Read the values of 'A' and 'B' from the user / initialize it
- Step - 4: Check if 'A' is more than or equal to 'B' (ie, $A \geq B$)
- Step - 5: If it is, then assign $\text{Large} = A$. Otherwise assign $\text{Large} = B$
- Step - 6: Check if 'Large' is more than or equal to 'C' (ie, $\text{Large} \geq C$)
- Step - 7: If it is, leave it as it was. Otherwise, assign $\text{Large} = C$
- Step - 8: If required print the value of 'Large' to observe the output
- Step - 9: End

Time Complexity: $O(1)$

Observation / Comments:

Since the execution time of this algorithm is independent of the size of input, time taken to execute this remains the same. Also there are no non-recursive and non-loop statements. Hence the time complexity is constant ($O(1)$), ie; Constant time is taken to find the largest number.

8. Find even numbers between 1 to 50

Algorithm:

- Step - 1: Start
- Step - 2: Declare variable 'i' and initialize it with 1. (ie, $i = 1$)
- Step - 3: Check if 'i' is an even number ($i \% 2 == 0$)
- Step - 4: If it is, print the value of 'i'
- Step - 5: Increment 'i' by one value.
- Step - 6: Go to Step- 3 till the value of 'i' is 50
- Step - 7: End

Time Complexity: $O(1)$

Observation / Comments:

Since the execution time of this algorithm is independent of the size of input, time taken to execute this remains the same. A loop or recursion that runs a constant number of times is considered as $O(1)$. Thus, the time complexity is constant ($O(1)$), ie; Constant time is taken to find the even numbers between 1 and 50.

9. Find the sum of series $1+2+3+...+n$

Algorithm:

- Step - 1: Start
- Step - 2: Declare variables 'i', 'n', 'Sum'
- Step - 3: Read the value of 'n' from user
- Step - 4: Initialize 'i' with 1 and 'Sum' with 0. (ie, $i = 1$, $\text{Sum} = 0$)
- Step - 5: Perform $\text{Sum} = \text{Sum} + i$
- Step - 6: Increment 'i' by one value
- Step - 7: Go to Step- 5 till the value of 'i' is n
- Step - 8: If required, print the value of 'Sum' to observe the output
- Step - 9: End

Time Complexity: $O(n)$

Observation / Comments:

Since the execution time of this algorithm is dependent on the size of input, time taken to execute is not constant. Time Complexity of a loop is considered as $O(n)$ if the loop variable is incremented / decremented by a constant amount and same is the case when we want to find the sum of series.