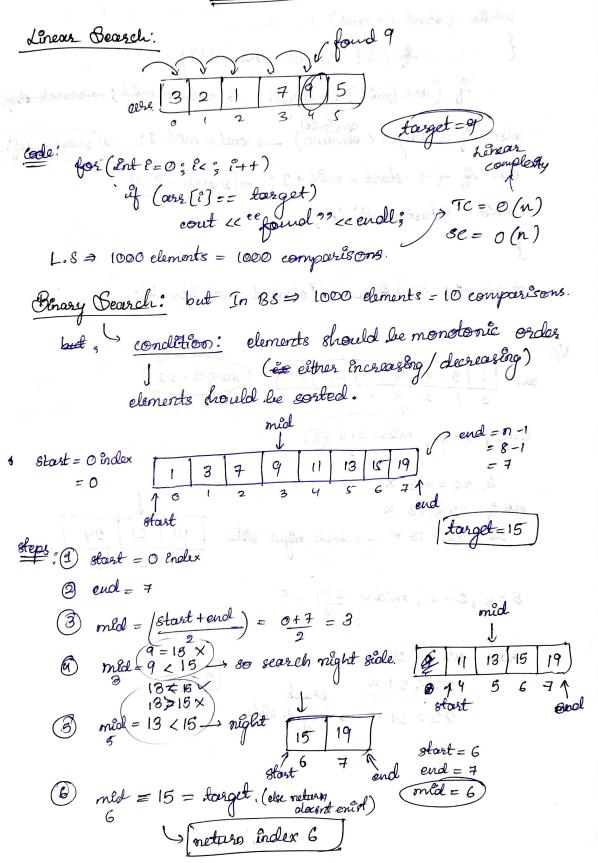
SEARCHING AND SORTING

CLASS-I



```
Code of Binary Bearch: (In pc notes)
      Int start = 0;
      Int end = size -1;
      ant mid = (start + end)/2;
      while (start <= end)
                Fint element = are [mid];
          If (arr [mid] == larget) -> neturn mid; => search object
     else if (target < alement) - end = mid-1; = search left
     else of ( > start = mid + 1; = search night
    mid = (start + end)/2;
   neturo -1; it means element not found;
Q)
   8 = 0, e = 6, mod = \frac{0+6}{2} = 3
       18 22 == 13 X
    else of 22 < 13 ×
      else 22 > 13 V -, check night stale
    8 = 4, e = 6, mld = \frac{6+4}{2} = 5
            22 > 21 V -> inight state
```

$$mid = \left(\frac{\text{start} + \text{end}}{2}\right) \quad \text{ISSUE?}$$

$$2 \quad (-2^3) \text{ to } \left(2^{3}-1\right) \quad \text{Range.}$$

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$$2 \quad \text{is } 8 = e = 2^{3}-1 \quad \text{mid will go out of range.}$$

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(also in (also (mitel) > stangs)

C -> guarda daft.

(8 te - 3 step here.

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Inbuilt fainction for Birory Bearch:
    vector (lnt > are {1,3,5,7,9,11,13,16};
    It (binary-search (arr. begin (1, arr. end (1, 13))
         cout << "Found" << endl;
    else {
         cout << " Not found " << endl;
9} "Find the Occurance of an element. (target = 4)
 (1) if (arr [mid] == target) and store -> Ender-y
                 3 *4, but 3<4 -> 80 search right
                  (2) (target > arr [mlol])
                       4=4 / ⇒ ans store → (Index=2)
                               * 8=2 &e=1
                                   3>P > stop here.
  (3) Now if (arr [mid] > darget)
```

→ gearch left.

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Conditions: (En-short summary) (if you are searching
         (1) if (arr [mid] = = torget) (Lastoccurance, Athon (search Right side.)
                    ans = mid; - store ans
        end = mid-1; - To search left
        2 else if (target (arr[mid])
               → end = mid-1; → deft search
        (3) else if (target > arr [mid])
                 8tart = mld + 1; -> Right search
  # Inbuilt Function for fist Occurance or Last Occurance.
       # include (algorithm) -> std:: lower_bound, upper_bound
   auto ans = lower_bound (v.begin ()), v.end(), target);
     cout « "ans is" « (ans-v.begin()) « endl;
 95 Find the total occurance of element in array. (target=4)
                 total occurance = 6.
gol:
     whit ,
       ferstOce = 1
       last Oce = 6
       total Occ = lastOcc - firstOcc + 1
                = 6-1+1
                                    - we can apply this
                ÷ 6/1
                                      discourse corray
                                      is sorted.
```

95 Find the missing element in array. Dol: Observe: Index + 1 = element - element - index = 1 if not, neturn (index +1); but how to do break; this using Binary Bearch? Breleforce 8017: - gum 1 = 1+2+3+4+5+6+7+8 8 um 2 = 8 um of elements of assay. : missing dement = sum 1 - sum 2. (852) 97 Peak Element in a Mountain Array. Sel: negd output = 10; Bruteforce: dinear search - max. element. = T.8 = 60 (n) $B8 \rightarrow O(\log n)$ inc. line is sorted & also dec. line is sorted. observe: Line 1 dine 2. Larte a - La dela +

