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CSTools Listing and Executions

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```

*****
*****
**                                     **
**                               extra3.cc listing                               **
**                                     **
*****
*****
#include <iostream>
#include <stdlib.h>
#include <time.h>
using namespace std;

/*
    Steven Liu
    CS215-J001
    Spring, 2011
    Extra Credit - Improved Binary Search
*/

//global section:
const int MLS = 1000;           //size of array
typedef int element;           //datatype of "element"

//global function prototypes:
element read_element();
//array list class prototype:
class AList {
private:
    element items[MLS];
    int size;
    bool list_ordered;
    //-I/O:
    void Swap(element first, element second);
    //-Searches:
    void BinarySearch(element target, bool & found,
        int & position, int & comps);
    void BinarySearchImp(element target, bool & found,
        int & position, int & comps);
    //-Stats:
    int CalcLog();
public:
    void FirstLoad();
    void GenRandList(int list_size, int range_high, int range_low);
    void BubbleSort();
    void Run_BinarySearch();
};

//****main function****
int main() {
    srand(int(time(0)));        //seed the random number generator
    int high = 500;
    int low = 0;

    AList myAList;              //create object
    myAList.FirstLoad();        //prepares object for use

    myAList.GenRandList(MLS, high, low);
    myAList.BubbleSort();

    element menu_input;
    do {
        cout << endl << "There are " << MLS << " elements in the list"
            << endl << "The list is sorted" << endl

```

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```

        << "Highest possible number in list is " << high << endl
        << "Lowest possible number in list is " << low << endl;

    myAList.Run_BinarySearch();

    cout << "Enter 1 to continue looping, "
        << "any other integer to stop: ";
    menu_input = read_element();
    } while (menu_input == 1);

}

//-----Global Functions-----

//type checks input to see if it matches "element"
//if element is int, will also make certain
//range is between -2147483648 and 2147483648
element read_element() {
    //variable dec+def
    element user_input;        //input - user input

    //type checking
    cin >> user_input;
    while (!cin.good()){
        cout << "Bad input datatype; Try again: ";
        cin.clear();
        cin.ignore(80, '\n');
        cin >> user_input;
    }

    return user_input;
}

//*****End Global Functions*****

//-----I/O Methods-----

//fills the list with a series of randomly generated elements
void AList::GenRandList(int list_size, int range_high, int range_low) {
    //Pre: none
    //Post: the Native Object AList is valid
    size = 0;                  //LCV - size of array, items[]

    //create list with randomly generated values
    int randnum;
    while (size < list_size) {
        randnum = (rand() % (range_high - range_low + 1)) + range_low;
        items[size] = randnum;
        size++;
    }
}

```

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```

    //List is not known to be ordered after input
    list_ordered = false;
}

//swaps the elements in the position specified
void AList::Swap(element first, element second) {
    //Pre: the Native Object AList is valid
    //Post: the Native Object AList is unchanged, except elements
    //      //in position [first] and [second] has swapped places
    element temp;
    temp = items[first];
    items[first] = items[second];
    items[second] = temp;
}

//*****End I/O*****

//-----Sorts-----

//sorts the list using bubble sort
void AList::BubbleSort() {
    //Pre: the Native Object AList is valid
    //Post: the Native Object AList is unchanged, except its elements
    //      //are in ascending order

    for (int i = 0; i < size - 1; i++)
        for (int j = 0; j < size - 1 - i; j++) {
            if (items[j] > items[j+1])
                Swap(j, j+1);
            else
                ;
        }

    //List is known to be ordered after sorting
    list_ordered = true;
}

//searches the list for the specified target, using binary search
void AList::BinarySearch(element target, bool & found, int & position,
    int & comps) {
    //Pre: the Native Object AList is valid AND in ascending order and
    //      //target is a valid element
    //Post: 1) if target exist on the Native Object AList,
    //      //found will be true and position will be a location of the
    //      //target on N.O. AList
    //      // 2) otherwise, target will be false and position will be
    //      // undefined (make no promises)
    int low;        //LCV - lowest position of "interesting" part of list
    int high;       //LCV - highest position of "interesting" part of list
    int mid;        //LCV - middle position of "interesting" part of list
    found = false;  //LCV - target not found at first
    comps = 0;     //Accumulator - counts # comparisons
    low = 0;
    high = size - 1;

    while ( (!found) && (low <= high) ) {
        mid = (low + high) / 2;
        comps++;
        if (target == items[mid]) {
            found = true;
            position = mid;
        }
        else if (target < items[mid]) {
            comps++;
            high = mid - 1;
        }
        else { //target > items[mid]
            comps++;
            low = mid + 1;
        }
    }
}

//*****End Searches*****

```

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```

int mid;        //LCV - middle position of "interesting" part of list
found = false;  //LCV - target not found at first
comps = 0;     //Accumulator - counts # comparisons
low = 0;
high = size - 1;

while ( (!found) && (low <= high) ) {
    mid = (low + high) / 2;
    comps++;
    if (target == items[mid]) {
        found = true;
        position = mid;
    }
    else if (target < items[mid]) {
        comps++;
        high = mid - 1;
    }
    else { //target > items[mid]
        comps++;
        low = mid + 1;
    }
}

//searches the list for the specified target, using binary search
void AList::BinarySearchImp(element target, bool & found, int & position,
    int & comps) {
    //Pre: the Native Object AList is valid AND in ascending order and
    //      //target is a valid element
    //Post: 1) if target exist on the Native Object AList,
    //      //found will be true and position will be a location of the
    //      //target on N.O. AList
    //      // 2) otherwise, target will be false and position will be
    //      // undefined (make no promises)
    int low;        //LCV - lowest position of "interesting" part of list
    int high;       //LCV - highest position of "interesting" part of list
    int mid;        //LCV - middle position of "interesting" part of list
    found = false;  //LCV - target not found at first
    comps = 0;     //Accumulator - counts # comparisons
    low = 0;
    high = size - 1;

    while ( (!found) && (low <= high) ) {
        mid = (low + high) / 2;
        comps++;
        if (target < items[mid]) {
            high = mid - 1;
        }
        else if (target > items[mid]) {
            comps++;
            low = mid + 1;
        }
        else { //target == items[mid]
            comps++;
            found = true;
            position = mid;
        }
    }
}

//*****End Searches*****

```

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```
//-----Stats-----

//calculates the computations required for logarithmic searches
int AList::CalcLog() {
    int remain;    //LCV - size of list; size of list as it's halved
    int counter;   //Accumulator - counts # times list is halved

    remain = size;
    counter = 1;
    while (remain / 2 > 0) {
        remain /= 2;
        counter++;
    }

    return counter;
}

//*****End Stats*****

//-----Public Methods-----

//should be called at the creation of the object
//sets the N.O. AList to be a valid list
void AList::FirstLoad() {
    //Pre: the N.O. AList cannot be valid
    //Post: the N.O. AList is valid (specifically, AList is empty)
    size = 0;
    list_ordered = true;
}

//runs BinarySearch(), display output, and calculations required for search
void AList::Run_BinarySearch() {
    //only run binary search when the list is known to be ordered

    if (list_ordered == true) {
        element target;    //input - element user wants to find
        bool found;        //LCV - target not found at first
        int position;      //LCV - position of current position
        int comps;         //Accumulator - counts # comparisons

        int comps2;        //Accumulator - counts # comparisons

        cout << endl << "Performing Binary Search on the current list."
        << endl << endl;

        //get desired target from user
        cout << "Enter a target element to search for: ";
        target = read_element();
    }
}
```

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```
BinarySearch(target, found, position, comps);
BinarySearchImp(target, found, position, comps2);

if (found == true)
    cout << endl << "The target was FOUND on "
        << "the current list in position "
        << position << "." << endl;
else // found == false
    cout << endl << "The target was NOT FOUND "
        << "on the current list." << endl;

cout << endl << "Theoretical search statistics:      "
    << 2 * CalcLog() << " element comparisons" << endl;

cout << "NORMAL actual search statistics:          " << comps
    << " element comparisons" << endl;

cout << "IMPROVED actual search statistics:        " << comps2
    << " element comparisons" << endl;
}
else //list_ordered == false
    cout << endl << "List not ordered" << endl << endl;
}

//*****End Public Methods*****
```

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|---------------------------|--------------------------------|-----------|
| ***** | ***** | ***** |
| ** | extra3.cc compilation | ** |
| ** | | ** |
| ***** | ***** | ***** |
| c++ compilation succeeded | | |

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|---|---|-----------|
| ***** | ***** | ***** |
| ** | extra3.cc execution - unstructured testcase out of range tests [#1] | ** |
| ** | | ** |
| ***** | ***** | ***** |
| There are 1000 elements in the list | | |
| The list is sorted | | |
| Highest possible number in list is 500 | | |
| Lowest possible number in list is 0 | | |
| Performing Binary Search on the current list. | | |
| Enter a target element to search for: -0 | | |
| The target was NOT FOUND on the current list. | | |
| Theoretical search statistics: | 20 element comparisons | |
| NORMAL actual search statistics: | 18 element comparisons | |
| IMPROVED actual search statistics: | 9 element comparisons | |
| Enter 1 to continue looping, any other integer to stop: 1 | | |
| There are 1000 elements in the list | | |
| The list is sorted | | |
| Highest possible number in list is 500 | | |
| Lowest possible number in list is 0 | | |
| Performing Binary Search on the current list. | | |
| Enter a target element to search for: 501 | | |
| The target was NOT FOUND on the current list. | | |
| Theoretical search statistics: | 20 element comparisons | |
| NORMAL actual search statistics: | 20 element comparisons | |
| IMPROVED actual search statistics: | 20 element comparisons | |
| Enter 1 to continue looping, any other integer to stop: 1 | | |
| There are 1000 elements in the list | | |
| The list is sorted | | |
| Highest possible number in list is 500 | | |
| Lowest possible number in list is 0 | | |
| Performing Binary Search on the current list. | | |
| Enter a target element to search for: -123 | | |
| The target was NOT FOUND on the current list. | | |
| Theoretical search statistics: | 20 element comparisons | |
| NORMAL actual search statistics: | 18 element comparisons | |
| IMPROVED actual search statistics: | 9 element comparisons | |
| Enter 1 to continue looping, any other integer to stop: 1 | | |
| There are 1000 elements in the list | | |
| The list is sorted | | |
| Highest possible number in list is 500 | | |
| Lowest possible number in list is 0 | | |
| Performing Binary Search on the current list. | | |
| Enter a target element to search for: 1000 | | |
| The target was NOT FOUND on the current list. | | |
| Theoretical search statistics: | 20 element comparisons | |

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|--|--------------------------------|-----------|
| <pre> NORMAL actual search statistics: 20 element comparisons IMPROVED actual search statistics: 20 element comparisons Enter 1 to continue looping, any other integer to stop: 0 </pre> | | |

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|--|--------------------------------|------------|
| <pre> ***** ***** ** extra3.cc execution - unstructured testcase random number choices [#2] ** ** ** ***** ***** </pre> <p>There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0</p> <p>Performing Binary Search on the current list.</p> <p>Enter a target element to search for: 123</p> <p>The target was FOUND on the current list in position 252.</p> <pre> Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 15 element comparisons IMPROVED actual search statistics: 10 element comparisons Enter 1 to continue looping, any other integer to stop: 1 </pre> <p>There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0</p> <p>Performing Binary Search on the current list.</p> <p>Enter a target element to search for: 9832</p> <p>The target was NOT FOUND on the current list.</p> <pre> Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 20 element comparisons IMPROVED actual search statistics: 20 element comparisons Enter 1 to continue looping, any other integer to stop: 1 </pre> <p>There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0</p> <p>Performing Binary Search on the current list.</p> <p>Enter a target element to search for: 84</p> <p>The target was FOUND on the current list in position 158.</p> <pre> Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 15 element comparisons IMPROVED actual search statistics: 11 element comparisons Enter 1 to continue looping, any other integer to stop: 1 </pre> <p>There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0</p> <p>Performing Binary Search on the current list.</p> <p>Enter a target element to search for: 452</p> <p>The target was FOUND on the current list in position 899.</p> <pre> Theoretical search statistics: 20 element comparisons </pre> | | |

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|---|--------------------------------|------------|
| <p>NORMAL actual search statistics: 17 element comparisons IMPROVED actual search statistics: 15 element comparisons Enter 1 to continue looping, any other integer to stop: 1</p> <p>There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0</p> <p>Performing Binary Search on the current list.</p> <p>Enter a target element to search for: 302</p> <p>The target was NOT FOUND on the current list.</p> <p>Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 20 element comparisons IMPROVED actual search statistics: 15 element comparisons Enter 1 to continue looping, any other integer to stop: 1</p> <p>There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0</p> <p>Performing Binary Search on the current list.</p> <p>Enter a target element to search for: 4</p> <p>The target was FOUND on the current list in position 8.</p> <p>Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 17 element comparisons IMPROVED actual search statistics: 11 element comparisons Enter 1 to continue looping, any other integer to stop: 1</p> <p>There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0</p> <p>Performing Binary Search on the current list.</p> <p>Enter a target element to search for: 234</p> <p>The target was FOUND on the current list in position 459.</p> <p>Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 13 element comparisons IMPROVED actual search statistics: 12 element comparisons Enter 1 to continue looping, any other integer to stop: 1</p> <p>There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0</p> <p>Performing Binary Search on the current list.</p> <p>Enter a target element to search for: 299</p> <p>The target was FOUND on the current list in position 579.</p> <p>Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 19 element comparisons IMPROVED actual search statistics: 15 element comparisons Enter 1 to continue looping, any other integer to stop: 1</p> <p>There are 1000 elements in the list</p> | | |

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|---|--------------------------------|------------|
| <p>The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0</p> <p>Performing Binary Search on the current list.</p> <p>Enter a target element to search for: 39</p> <p>The target was FOUND on the current list in position 72.</p> <p>Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 15 element comparisons IMPROVED actual search statistics: 11 element comparisons Enter 1 to continue looping, any other integer to stop: 0</p> | | |

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|--|--------------------------------|------------|
| ***** ***** ** ** ** ***** ***** | | |
| extra3.cc execution - unstructured testcase exact center [#3] | | |
| ***** | | |
| There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0 | | |
| Performing Binary Search on the current list. | | |
| Enter a target element to search for: 250 | | |
| The target was FOUND on the current list in position 518. | | |
| Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 15 element comparisons IMPROVED actual search statistics: 11 element comparisons Enter 1 to continue looping, any other integer to stop: 1 | | |
| There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0 | | |
| Performing Binary Search on the current list. | | |
| Enter a target element to search for: 249 | | |
| The target was NOT FOUND on the current list. | | |
| Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 20 element comparisons IMPROVED actual search statistics: 13 element comparisons Enter 1 to continue looping, any other integer to stop: 1 | | |
| There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0 | | |
| Performing Binary Search on the current list. | | |
| Enter a target element to search for: 248 | | |
| The target was FOUND on the current list in position 516. | | |
| Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 17 element comparisons IMPROVED actual search statistics: 12 element comparisons Enter 1 to continue looping, any other integer to stop: 1 | | |
| There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0 | | |
| Performing Binary Search on the current list. | | |
| Enter a target element to search for: 246 | | |
| The target was FOUND on the current list in position 513. | | |
| Theoretical search statistics: 20 element comparisons | | |

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|--|--------------------------------|------------|
| NORMAL actual search statistics: 19 element comparisons IMPROVED actual search statistics: 15 element comparisons Enter 1 to continue looping, any other integer to stop: 1 | | |
| There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0 | | |
| Performing Binary Search on the current list. | | |
| Enter a target element to search for: 244 | | |
| The target was FOUND on the current list in position 510. | | |
| Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 15 element comparisons IMPROVED actual search statistics: 11 element comparisons Enter 1 to continue looping, any other integer to stop: 1 | | |
| There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0 | | |
| Performing Binary Search on the current list. | | |
| Enter a target element to search for: 242 | | |
| The target was FOUND on the current list in position 506. | | |
| Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 13 element comparisons IMPROVED actual search statistics: 9 element comparisons Enter 1 to continue looping, any other integer to stop: 1 | | |
| There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0 | | |
| Performing Binary Search on the current list. | | |
| Enter a target element to search for: 240 | | |
| The target was FOUND on the current list in position 501. | | |
| Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 19 element comparisons IMPROVED actual search statistics: 13 element comparisons Enter 1 to continue looping, any other integer to stop: 1 | | |
| There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0 | | |
| Performing Binary Search on the current list. | | |
| Enter a target element to search for: 239 | | |
| The target was FOUND on the current list in position 499. | | |
| Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 1 element comparisons IMPROVED actual search statistics: 2 element comparisons Enter 1 to continue looping, any other integer to stop: 1 | | |
| There are 1000 elements in the list | | |

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|---|--------------------------------|------------|
| <p>The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0</p> <p>Performing Binary Search on the current list.</p> <p>Enter a target element to search for: 238</p> <p>The target was FOUND on the current list in position 497.</p> <p>Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 17 element comparisons IMPROVED actual search statistics: 17 element comparisons Enter 1 to continue looping, any other integer to stop: 0</p> | | |

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|---|--------------------------------|------------|
| <pre>***** ***** ** ** ** extra3.cc execution - unstructured testcase boundary [#4] ** ** ** ***** *****</pre> <p>There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0</p> <p>Performing Binary Search on the current list.</p> <p>Enter a target element to search for: 0</p> <p>The target was NOT FOUND on the current list.</p> <p>Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 18 element comparisons IMPROVED actual search statistics: 9 element comparisons Enter 1 to continue looping, any other integer to stop: 1</p> <p>There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0</p> <p>Performing Binary Search on the current list.</p> <p>Enter a target element to search for: 1</p> <p>The target was FOUND on the current list in position 2.</p> <p>Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 15 element comparisons IMPROVED actual search statistics: 9 element comparisons Enter 1 to continue looping, any other integer to stop: 1</p> <p>There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0</p> <p>Performing Binary Search on the current list.</p> <p>Enter a target element to search for: 2</p> <p>The target was FOUND on the current list in position 4.</p> <p>Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 17 element comparisons IMPROVED actual search statistics: 11 element comparisons Enter 1 to continue looping, any other integer to stop: 1</p> <p>There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0</p> <p>Performing Binary Search on the current list.</p> <p>Enter a target element to search for: 500</p> <p>The target was FOUND on the current list in position 996.</p> <p>Theoretical search statistics: 20 element comparisons</p> | | |

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|--|--------------------------------|------------|
| NORMAL actual search statistics: 15 element comparisons IMPROVED actual search statistics: 16 element comparisons Enter 1 to continue looping, any other integer to stop: 1 | | |
| There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0 | | |
| Performing Binary Search on the current list. | | |
| Enter a target element to search for: 499 | | |
| The target was FOUND on the current list in position 992. | | |
| Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 13 element comparisons IMPROVED actual search statistics: 14 element comparisons Enter 1 to continue looping, any other integer to stop: 1 | | |
| There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0 | | |
| Performing Binary Search on the current list. | | |
| Enter a target element to search for: 498 | | |
| The target was FOUND on the current list in position 990. | | |
| Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 17 element comparisons IMPROVED actual search statistics: 17 element comparisons Enter 1 to continue looping, any other integer to stop: 1 | | |
| There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0 | | |
| Performing Binary Search on the current list. | | |
| Enter a target element to search for: 497 | | |
| The target was FOUND on the current list in position 988. | | |
| Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 15 element comparisons IMPROVED actual search statistics: 15 element comparisons Enter 1 to continue looping, any other integer to stop: 1 | | |
| There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0 | | |
| Performing Binary Search on the current list. | | |
| Enter a target element to search for: 496 | | |
| The target was FOUND on the current list in position 986. | | |
| Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 17 element comparisons IMPROVED actual search statistics: 16 element comparisons Enter 1 to continue looping, any other integer to stop: 1 | | |
| There are 1000 elements in the list | | |

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| The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0 | | |
| Performing Binary Search on the current list. | | |
| Enter a target element to search for: 4 | | |
| The target was FOUND on the current list in position 7. | | |
| Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 19 element comparisons IMPROVED actual search statistics: 12 element comparisons Enter 1 to continue looping, any other integer to stop: 1 | | |
| There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0 | | |
| Performing Binary Search on the current list. | | |
| Enter a target element to search for: 5 | | |
| The target was FOUND on the current list in position 8. | | |
| Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 17 element comparisons IMPROVED actual search statistics: 11 element comparisons Enter 1 to continue looping, any other integer to stop: 1 | | |
| There are 1000 elements in the list The list is sorted Highest possible number in list is 500 Lowest possible number in list is 0 | | |
| Performing Binary Search on the current list. | | |
| Enter a target element to search for: 1000 | | |
| The target was NOT FOUND on the current list. | | |
| Theoretical search statistics: 20 element comparisons NORMAL actual search statistics: 20 element comparisons IMPROVED actual search statistics: 20 element comparisons Enter 1 to continue looping, any other integer to stop: 0 | | |