# Algorithm Design & Problem Solving: Some new



# Contents \*\*\*



Some simple algorithms

n! is "n factorial"

#### Calculate the following:

- **6!**
- **4!**
- **3!**

#### Write an algorithm to calculate n!

```
Factorial (n)

fact=1

for i=1 to n

fact=fact*i

return fact

-----function name

-----function name

-----function name

-----factorial equation

------factorial equation

------send value from function
```

#### **❖** Let's test it with 4! (4\*3\*2\*1=24)

Factorial (n)
fact=1
for i=1 to n
fact=fact\*i
return fact

Factorial n = 4			
i=1	i=2	i=3	i=4
fact=1*1	fact=1*2	fact=2*3	fact=6*4
fact=1	fact=2	fact=6	fact=24

1

2

3

4

#### Let's test it with 0! (=1)

Factorial (n)

fact=1

for i=1 to n

fact=fact\*i;

fact=1\*?

return fact

fact=?

Factorial
n=0

i=1

fact=1\*?

PROBLEM!
How can we fix it?

An altered algorithm ....

```
Factorial (n)
  fact=1
   if n=1 or n=0
         return 1
   else
  for i=1 to n
         fact=fact*i;
   return fact
```



# Sn

Power of Two



#### Calculate the following:

- ^ 4
- ^ 3
- ^ 2



#### Write an algorithm to calculate X ^Y:

```
Power (x, y)
                              -----function name
   ans=1
                              ----variable initialisation
   if y=1
                              ----if condition
          return 1
                             ----send value from function
   else
          for i=1 to y
                          -----loop declaration
                 ans=ans * x; -----power equation
          return ans
                             ----send value from function
```



## **Let's test it with 2 ^ 3 (2 \* 2 \* 2 = 8):**

Power (x, y) ans=1 if y=1 return 1 else for i=1 to y ans=ans \* x; return ans

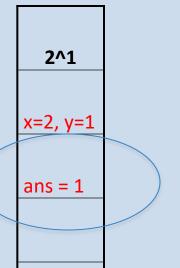
		_	
2^3			
x=2, y=3			
ans = 2	ans = 4		ans = 8

1 2



## **Let's test it with 2 ^ 1 (= 2):**

```
Power (x, y)
ans=1
if y=1
   return 1
else
  for i=1 to y
        ans=ans * x;
   return ans
```



PROBLEM!
How can we fix it?



#### **An altered algorithm:**

```
Power (x, y)
ans=1
if y=0
   return 1
else
  for i=1 to y
        ans=ans * x;
   return ans
```

2 ^ 1 will now be catered for in the for loop

