A. If the hosh Volve of Ai Ait1 -- Aitk -1 is known, then the hosh volve of Ait1 Ait2 -- Aitk can be computed in Constant time.

For example, boy that f(X) is the hashing function of each given Char in the String. For the string: cap codefy, if we wanted to find Ai+1 Ai+2... - Ai+ K (Blue) and we have Ai Ai+1... Ai+K-1 (Green), we can find blue by taking the green hash value, discording the first term, and adding the last value of blue to give the new hash value. The fermola is: Brashvalue = Ghash value - f(String:)+f(String:ith)

Since this is a direct mathematical formula that doesn't Change With regards to amount of Charecters in the String, we can Gay that the time complexity is O(1) or constant time,

```
1 * public static int hashSearch(String pattern, String target) {
         int patternSize = pattern.length();
 2
         boolean found = false;
 3
 4
         int patternIndex = -1;
 5
         for (int i = 0; i < target.length()
                                               patternSize + 1; i++) {
 6 7
             String trimmedTarget = target.substring(i, i + patternSize);
 7
 8
             if (hashString(trimmedTarget) == hashString(pattern)) {
 9 -
                 patternIndex = i;
10
11
                 //Verify that the match is correct -
12
                 if (target.substring(i, i + patternSize).equals(pattern)) {
13 -
                     System.out.println("Found Pattern in Target at Index: " + i);
14
15
                     found = true;
                     break;
16
17 -
                 } else {
                     //Match is false
18
19
                     patternIndex = -1;
20
                     continue;
21
22
                                         "Time Refuting False Marches"
         }
23
24
        if (found == false) {
25 -
             System.out.println("Pattern Not Found.");
26
27
28
29
        return patternIndex;
30
```

Given a Pattern String of length k and a target String of Size N, we can See that the length of both can affect runtime. Examples on the right.

We can see that as Nincreases, runs needed increases, and as kincreases, runs needed decreases. Due to the Big-Oh vules, it would be appropriate to say they this algorithm thursters has an O(k+N) complexity.

The time complexity, therefore, is linear.

M=6; K=2 N=6; K=2 N=6; K=3 N=6; K=3 N=6; K=3 N=6; K=2 N=6; K=2 N=5; K=2 N=5; K=2 N=5; K=2 N=6; K=3 N=6; K