· Binary Search:-

```
while (start == mid) {
     mid = (start + end) / 2
     if ( alloy [mid] == element ) letur mid;
     else if ( any Emid) > element ) {
 end = mid - 1;
else-if ( away [mid] < climent) {
        start = mid + 1;
```

Search an element in an infinite away: a[] = 1 3 7 8 12 58 12,...,98,... 6 1 2 3 4 5 6 7 8 9 start end

while (a [end] < element) {

Start = end; $\rightarrow 1 \rightarrow 2 \rightarrow 9$ } $\rightarrow \text{ parge}$ end = end * 2; $\rightarrow 2 \rightarrow 4 \rightarrow 8$ }

return binary_search (array, start, end, element);

On this case we are sinding range so that we can solve int in $O(\log N)$.

· Search an Element in a souted Robote Allay: 50 90 100 20 - 1← 30) 90 40 40 50 60 5 30 Taking this past Discouding this peut. a[] = 20 30 40 50 60 5 10) Key
0 1 2 3 4 5 6 function modified Binary Search (away, start, end, clement) if (start > end) return -1; let mid = floor (start end /2); if (a[mi] == element) setuen mid; else-if (away [mid] > away (start)) { if (clement <= a [start] { & clement < a [mid]) return modified Binary Search (array, start, mid-1, el); else -> 1/ it will executed when element is not in sorted along. ectuen modified Biray Search (away, mid+1, end, el); dse-if (away [mid] < away [end) { if (element = mid & element <= alend J) {

suluen modified Dany (avery, mid+1, end, el) return modified/Biray Ser (avery, sket, mid-1, el);

