



```
fun printFirst100(ns: List<Int>) {  
    for (i in 0..100)  
        println(ns[i])  
}
```

treeSet += "a new element"

**TimeComplexities Game**





O(1)

$O(\log n)$



O(n)

$O(n^2)$

list.sort()

`list.sorted()` has a medium time complexity of  $O(n \log n)$   
why is QuickSort being used and not a  $O(n \log n)$  sorting algorithm?

hashMap["key"]

LinkedList[index]

```
list.flatMap { list }  
      .forEach { println(it) }
```























































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$O(n^2)$

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