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

```
treeSet += "a new element"
```

Time Complexities Game


O(1)


O(log n)


O(n)


O(n2)

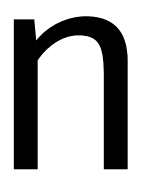
list.sorted()

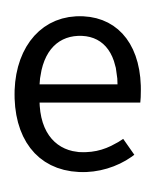
list.sorted() has a medium time complexity of O(n log n)

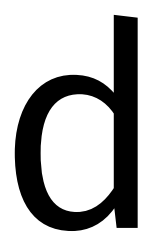
why is QuickSort being used and not a O(n log n) sorting algorithm?

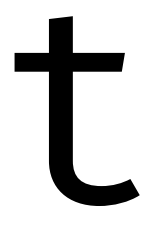
```
hashMap["key"]
```

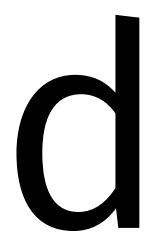
ʅ











```
linkedList[index]
```

Time Complexities Game

O(1)

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

O(log n)

```
treeSet += "a new element"
```

O(n)

```
linkedList[index]
```

O(n²)

```
list.sorted()
```

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?

Time Complexities Game

O(1)

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

O(log n)

```
treeSet += "a new element"
```

O(n)

```
linkedList[index]
```

O(n^2)

```
list.sorted()
```

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?