```
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"]
```

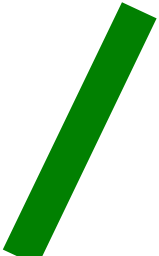
```
linkedList[index]
```

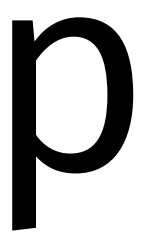
```
list.flatMap { list }
    .forEach { println(it) }
```

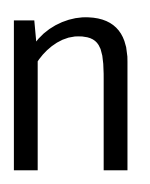
```
list.forEach { println(it) }
```

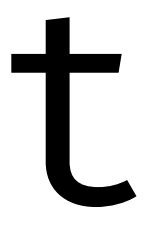
```
hashSet += "a new element"
```

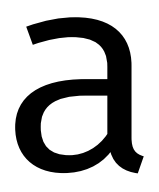
```
treeMap["key"]
```

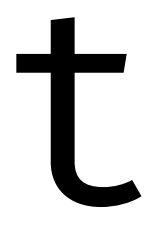


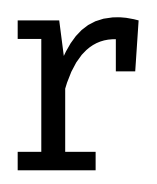


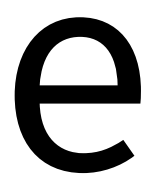


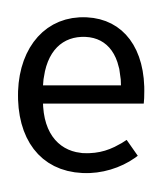












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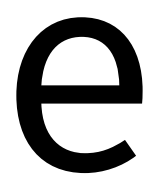

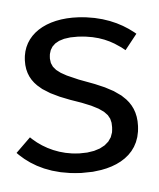

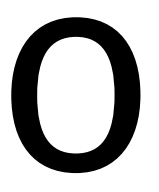

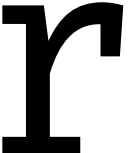

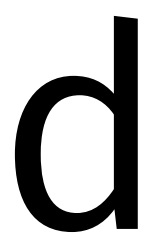

```
//print a treeset sorted
```

# Time Complexities Game

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```

O(log n)

```
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treeMap["key"]
```

O(n)

```
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list.forEach { println(it) }
//print a treeset sorted
```

O($n^2$)

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