

Design and Analysis of Algorithm Lab8

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Naive online bet:

Code:

```
import java.util.Scanner;

public class naivebet {

    static int[] naivecount(int[] starts, int[] ends, int[] points) {

        int[] cnt = new int[points.length];

        for (int i = 0; i < points.length; i++) {
            for (int j = 0; j < starts.length; j++) {
                if (starts[j] <= points[i] && points[i] <= ends[j]) {
                    cnt[i]++;
                }
            }
        }

        return cnt;
    }

    public static void main(String[] args) {

        Scanner scanner = new Scanner(System.in);

        int n, m;

        n = scanner.nextInt();
        m = scanner.nextInt();

        int[] starts = new int[n];
        int[] ends = new int[n];
        int[] points = new int[m];
```

```

for (int i = 0; i < n; i++) {
    starts[i] = scanner.nextInt();
    ends[i] = scanner.nextInt();
}

for (int i = 0; i < m; i++) {
    points[i] = scanner.nextInt();
}

int[] cnt = naivecount(starts, ends, points);
for (int x : cnt) {
    System.out.print(x + " ");
}
}
}

```

Output:

```

C:\Users\Personal\Downloads\5th sem>javac naivebet.java
C:\Users\Personal\Downloads\5th sem>java naivebet
2
3
0
5
7
10
1
6
11
1 0 0
C:\Users\Personal\Downloads\5th sem>

```

Asymptotic Analysis:

Naive Online bet:-

NaiveCount (start, end, points):

count[] = 0;

for i from 1 to n:

for j from 1 to n:

if (start[j] <= point[i] &&

point[i] <= end[j])

count[i]++;

return count;

$$T(n) = (n+1)(n+1) + 1 + 1 + 1 \xrightarrow{\text{count++}} \text{return}$$

↓
Initialize

Two for loops

$$= n^2 + 2n + 1 + 1 + 1$$

$$= n^2 + 2n + 4$$

$$T(n) = O(n^2)$$