

Basic Maths Concept :

$$\begin{aligned} N &= 7789 \% 10 = 9 \\ /10 \hookrightarrow 778 \% 10 &= 8 \\ /10 \hookrightarrow 77 \% 10 &= 7 \\ /10 \hookrightarrow 7 \% 10 &= 7 \\ /10 \hookrightarrow 0 \end{aligned}$$

extraction of digits

```
while (n > 0) {  
    last_digit = n % 10;  
    n = n / 10;  
}
```

2nd method: $\text{int count} = (\text{int})(\log_{10}(n) + 1);$
Time complexity: $O(\log_{10}(n))$ return count;

if the division is happening n times $\rightarrow TC = O(\log_{10}(n))$

GCD or HCF (Brute force) (linear complexity)

$$N_1 = 9$$

$$N_2 = 12$$

$$(gcd/hcf)(N_1, N_2) = 3$$

① 3, 9

① 2, 3, 4, 6, 12

$$\gcd(20/40) = 20$$

```
gcd = 1
for (i = 1; i <= min(n1, n2); i++) {
    if (n1 % i == 0 & n2 % i == 0) {
        gcd = i;
    }
}
```

// but we will use it ulta else fault me zyada baar ho sakta hai run ho jaaye.

```
for (i = min(n1, n2); i >= 1; i--) {
    if (n1 % i == 0 & n2 % i == 0) {
        print(i); break;
    }
}
```

// break hamesha loop hota hai, not if wali statement

TC : $O(\min(n1, n2))$

GCD OR HCF (Euclidean Algorithm)

(n1, n2)

(Better Approach)

$$\gcd(a, b) = \gcd(a-b, b) \quad (a > b)$$

$$\gcd(20, 15) = \gcd(5, 15)$$

$$\gcd(15, 5) = \gcd(10, 5) = \gcd(5, 5) = \gcd(0, \underline{5})$$

$\gcd = 5$

$\gcd(a, b) \rightarrow \gcd(a-b, b) \dots \dots \rightarrow$ one of them becomes 0

* but can become too long in some cases (eg: $\gcd(52, 10)$)

$$\gcd(52, 10) \rightarrow (42, 10) \rightarrow (32, 10) \rightarrow (22, 10) \rightarrow (12, 10) \rightarrow (2, 10) \rightarrow \gcd(52 \% 10, 10)$$

$$\gcd(10, 2) \rightarrow (8, 2) \rightarrow (6, 2) \rightarrow (4, 2) \rightarrow (2, 2) \rightarrow (0, 2)$$

$\gcd(10 \% 2, 2)$

$$\text{gcd}(a, b) = \text{gcd}(a \% b, b) \quad a > b$$

if one of them is 0, the other is gcd.

while (a > 0 & & b > 0) {

if (a > b) a = a % b;

else b = b % a;
}

if (a == 0) cout << b;

cout << a;

$$TC = O(\log_{\phi}(\min(a, b)))$$

initial
num from
where you started.

whenever division is happening : TC in terms of log.

ϕ : coz value of a & b keeps changing.