Towers of Hanoi
(Algorithmic Problems)

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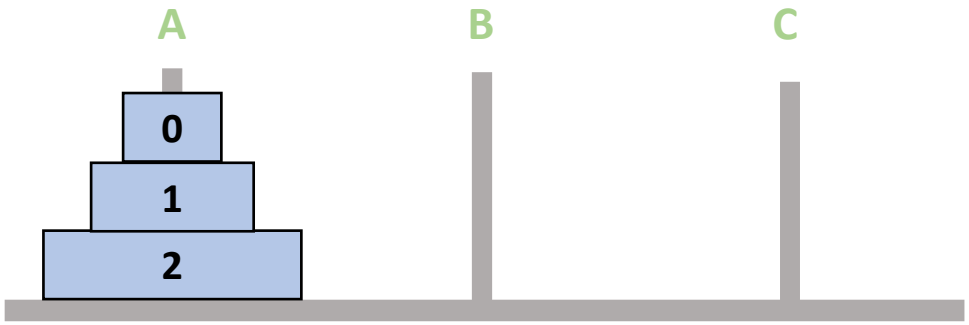


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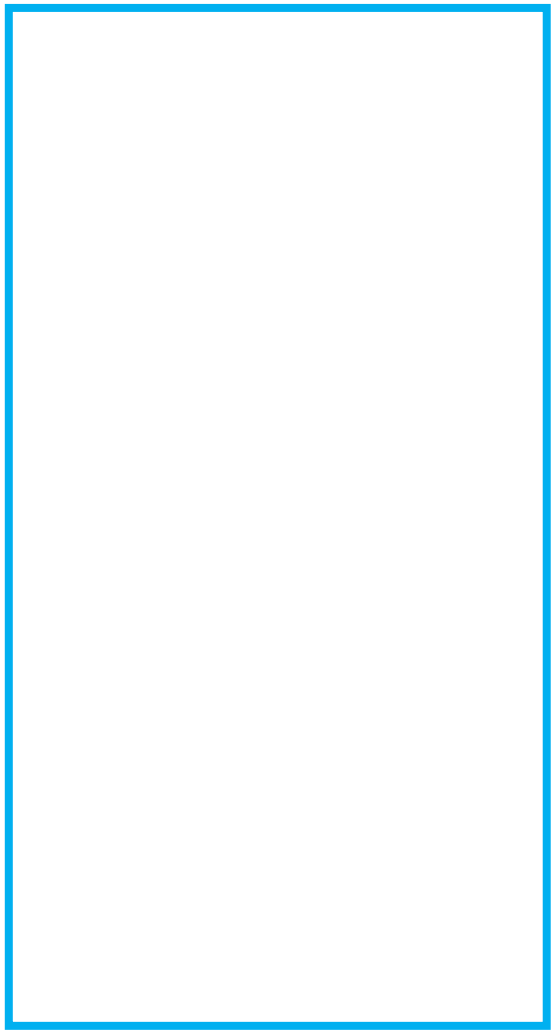

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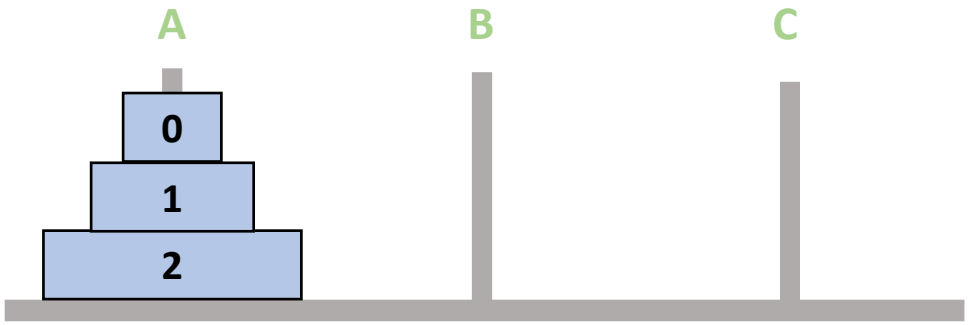


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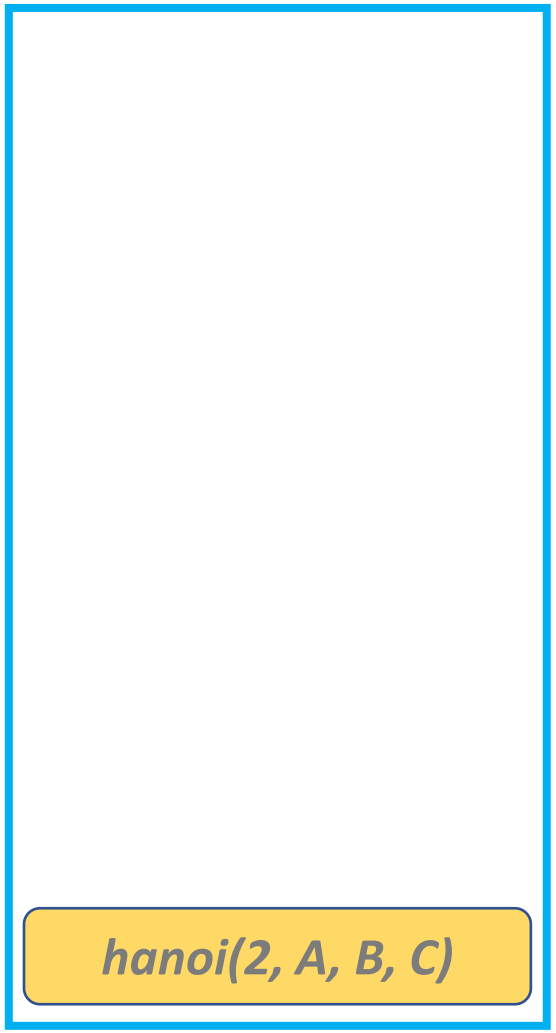

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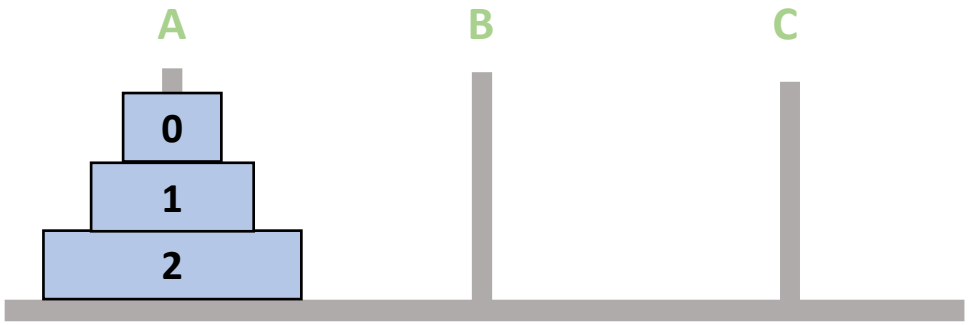


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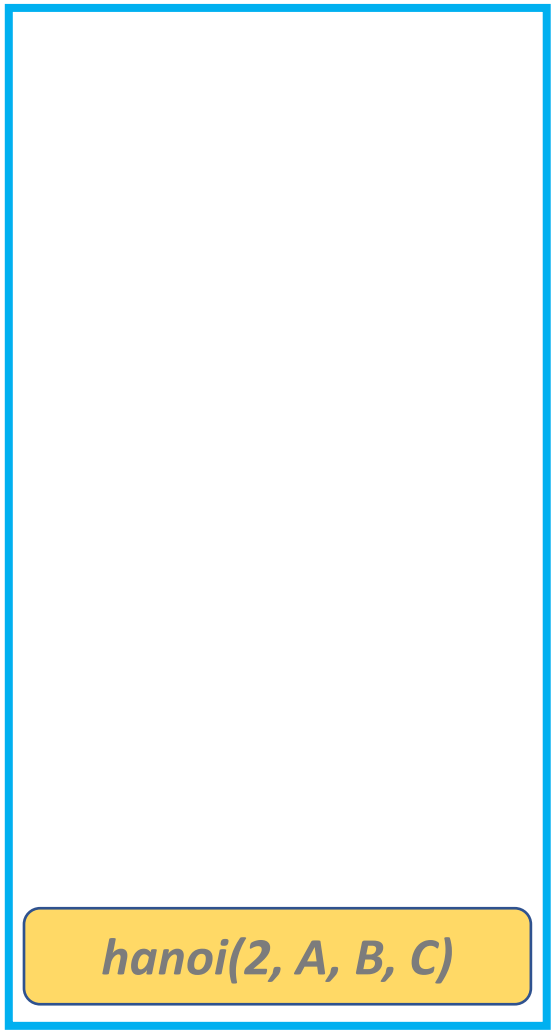

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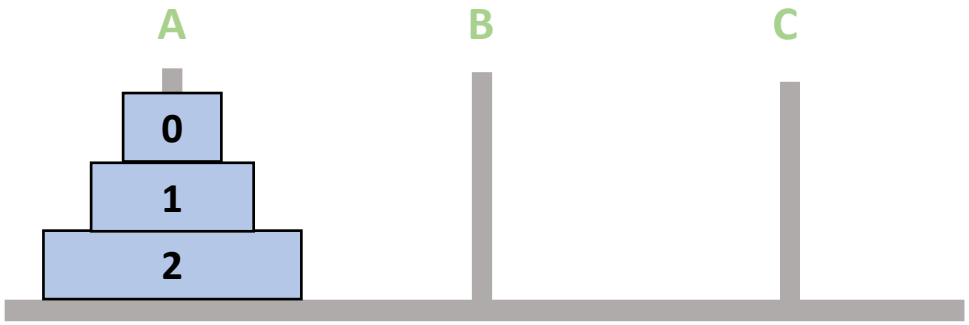


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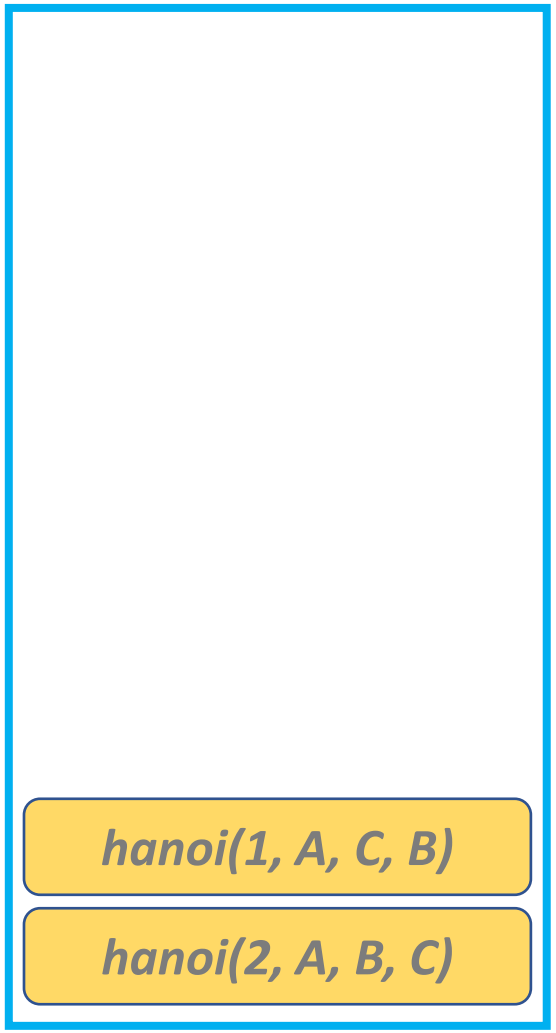

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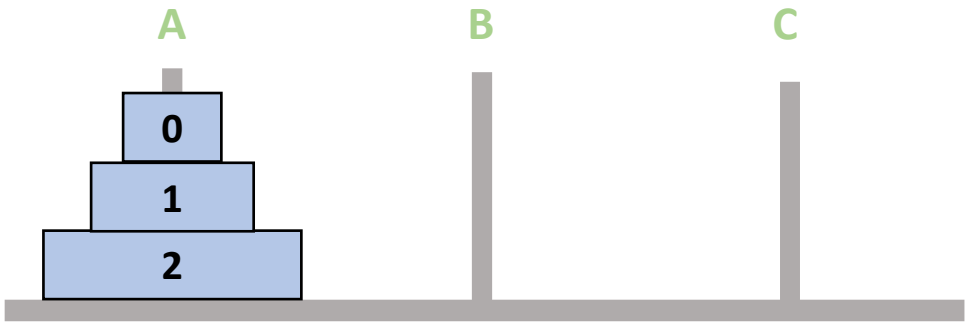


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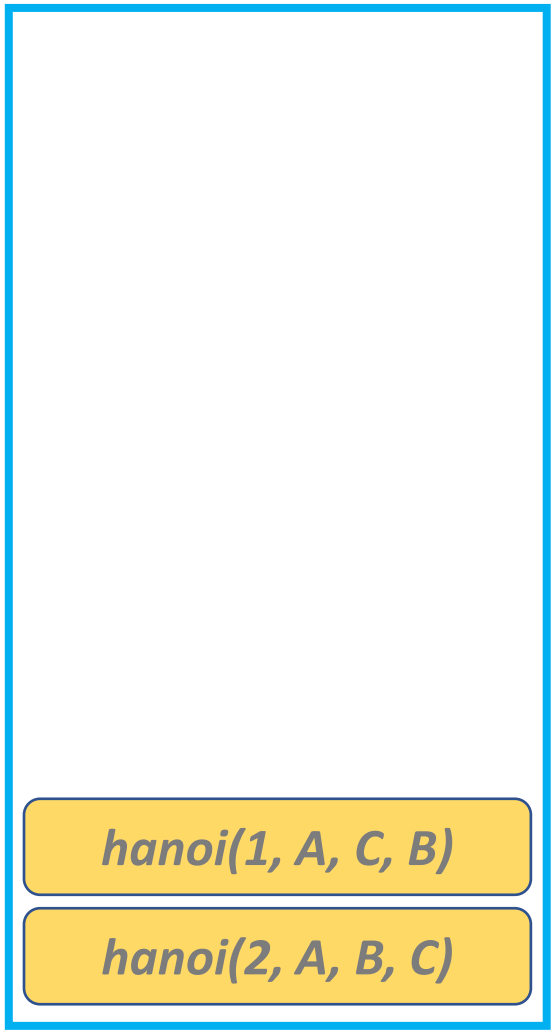

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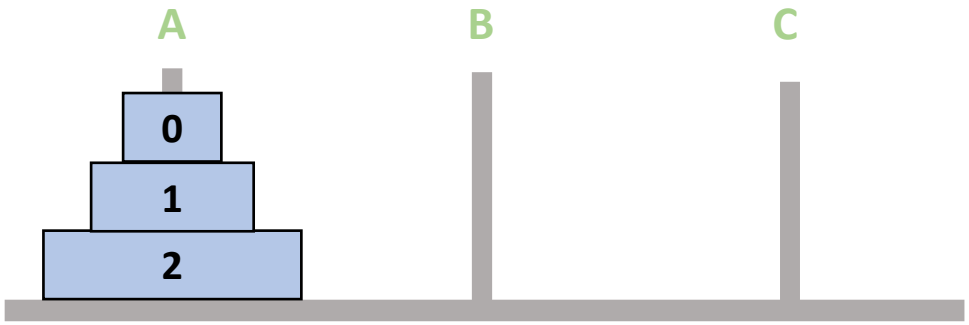


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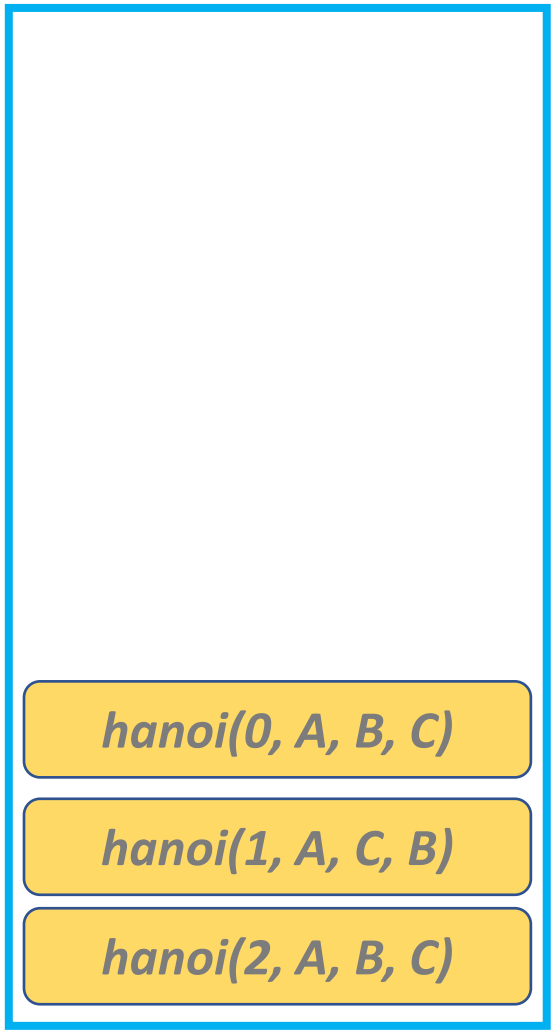

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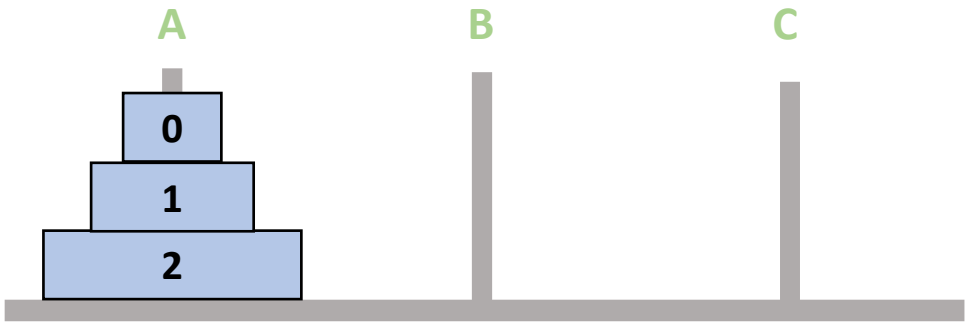


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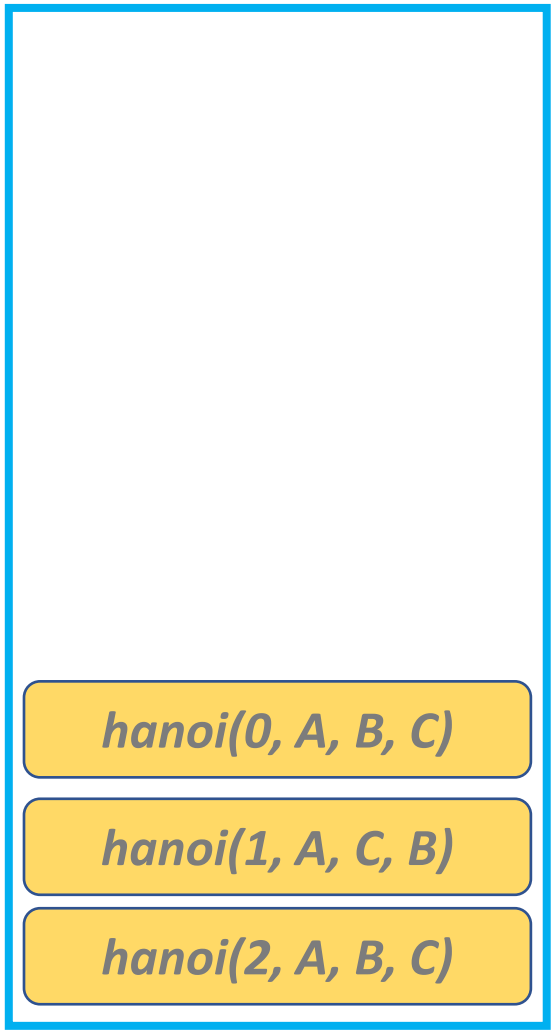

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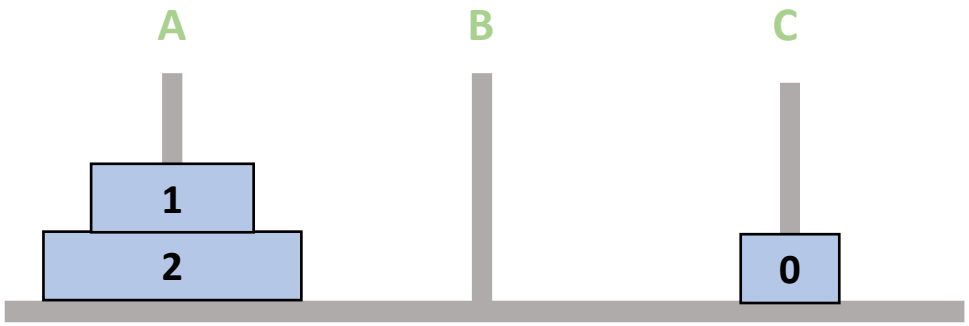


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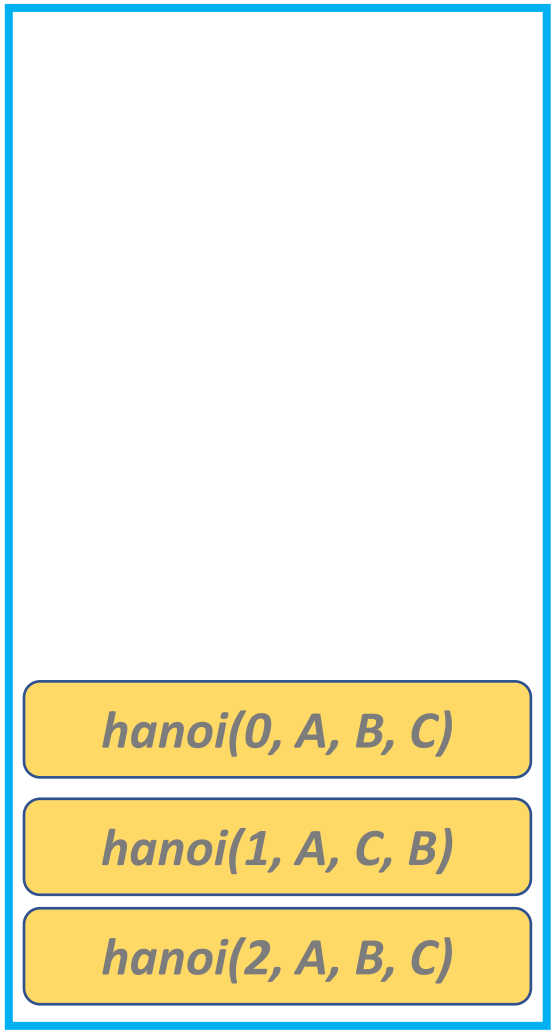

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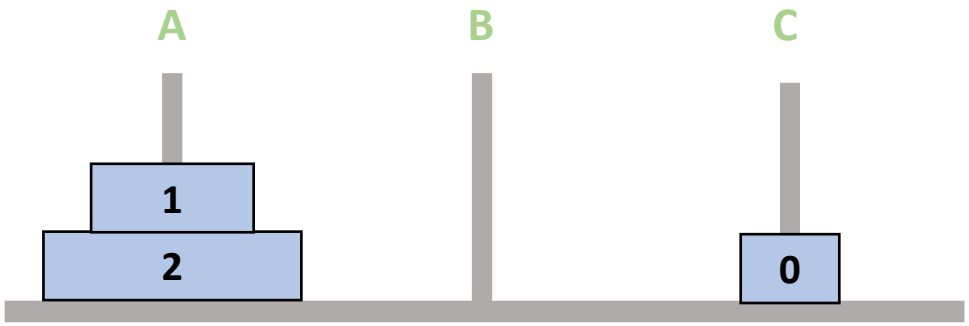


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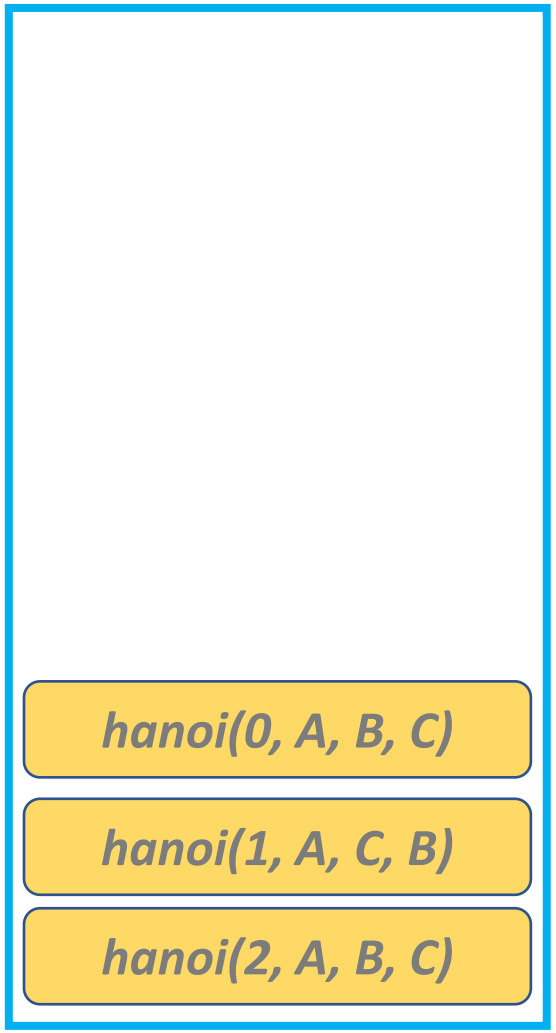

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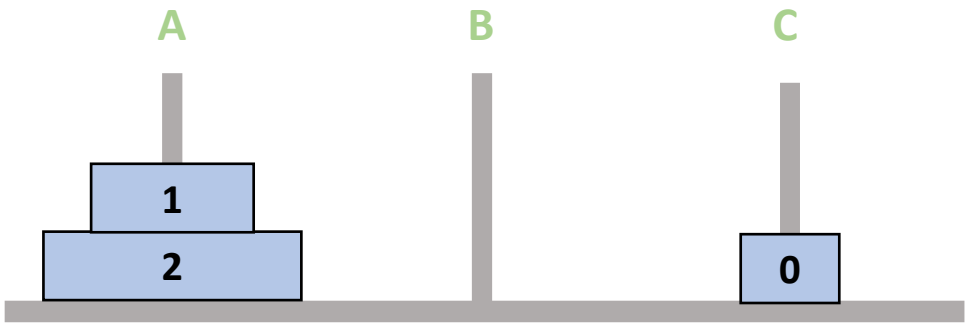


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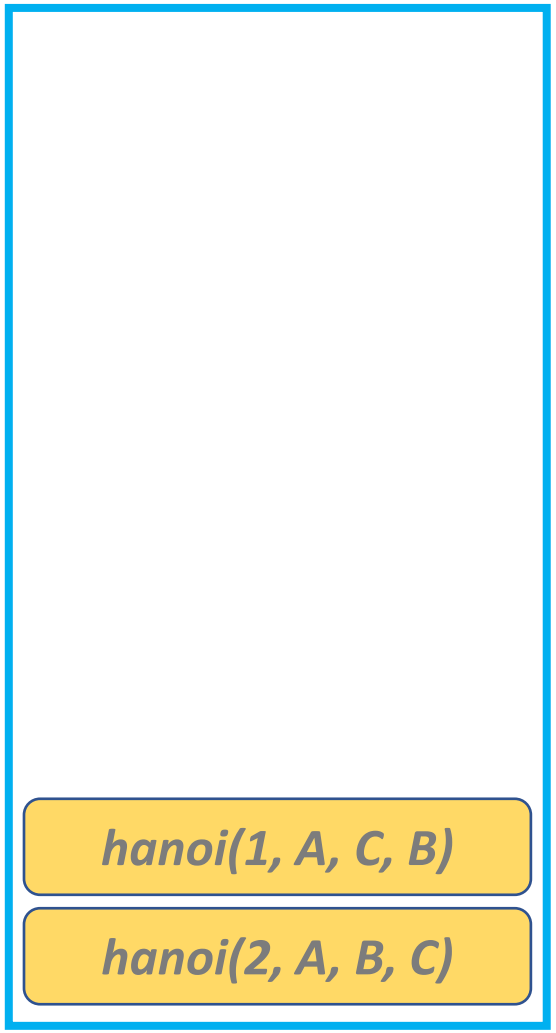

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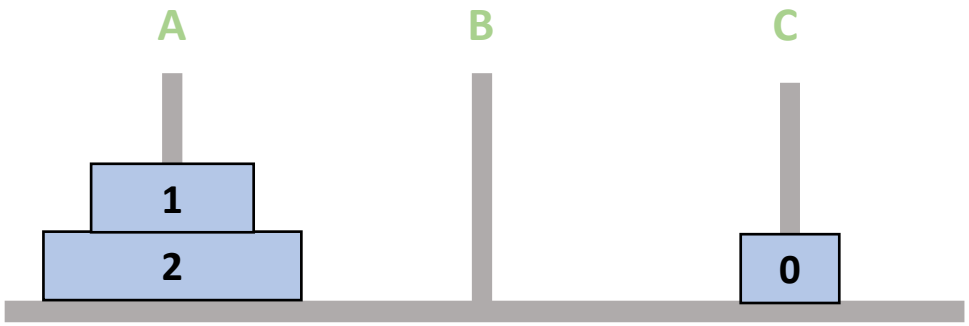


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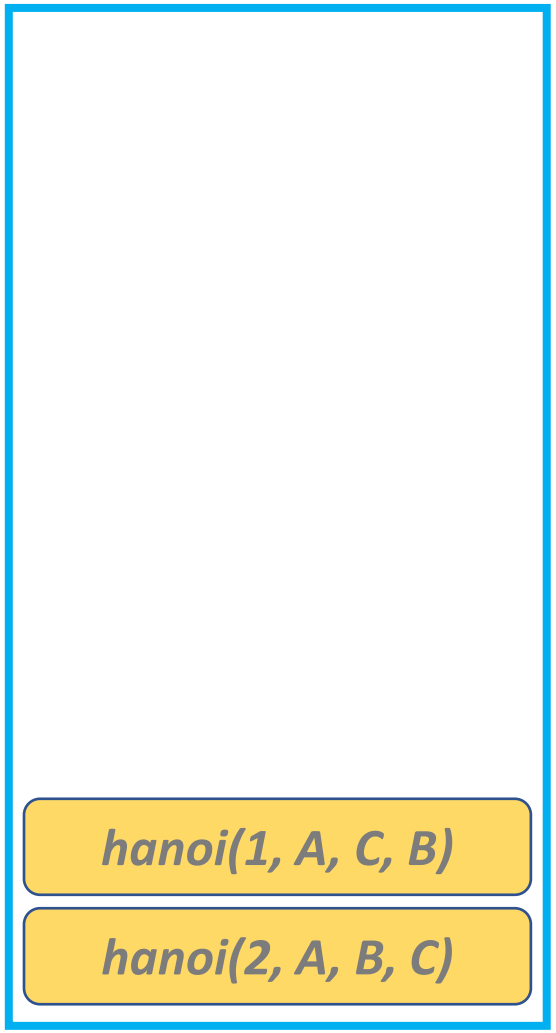

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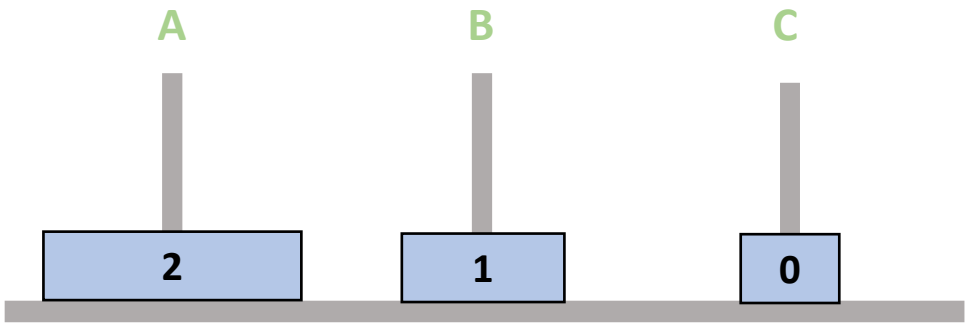


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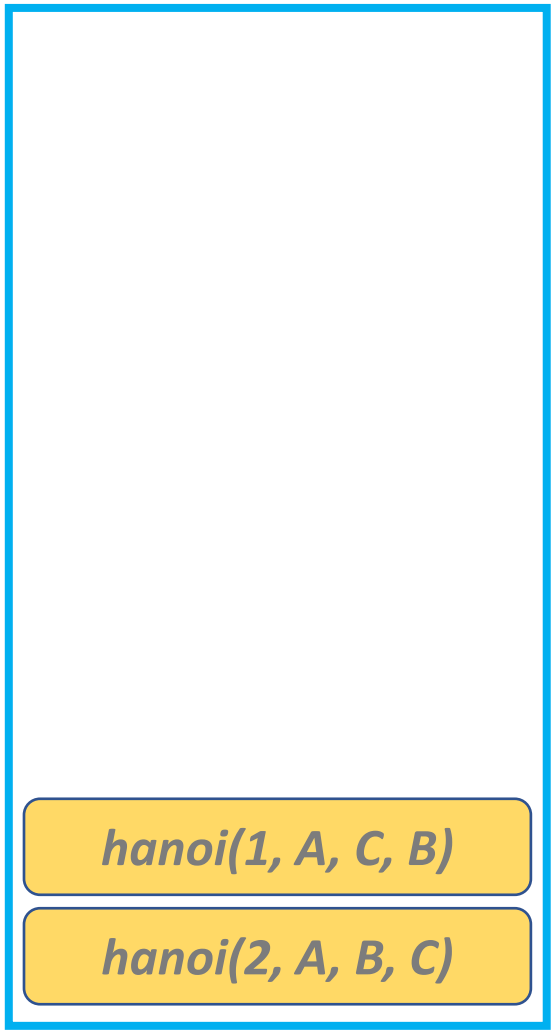

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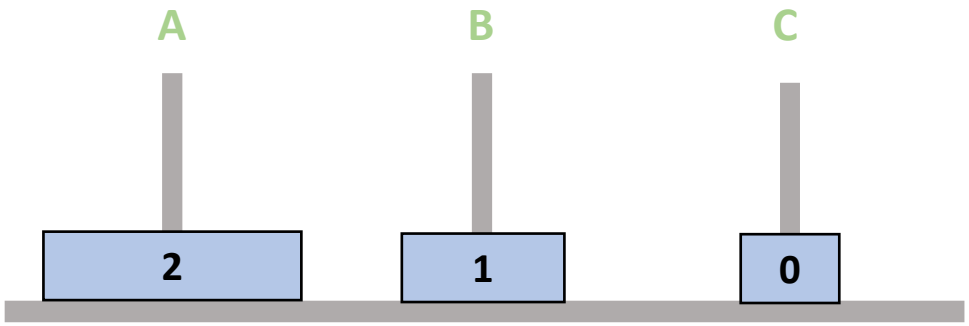


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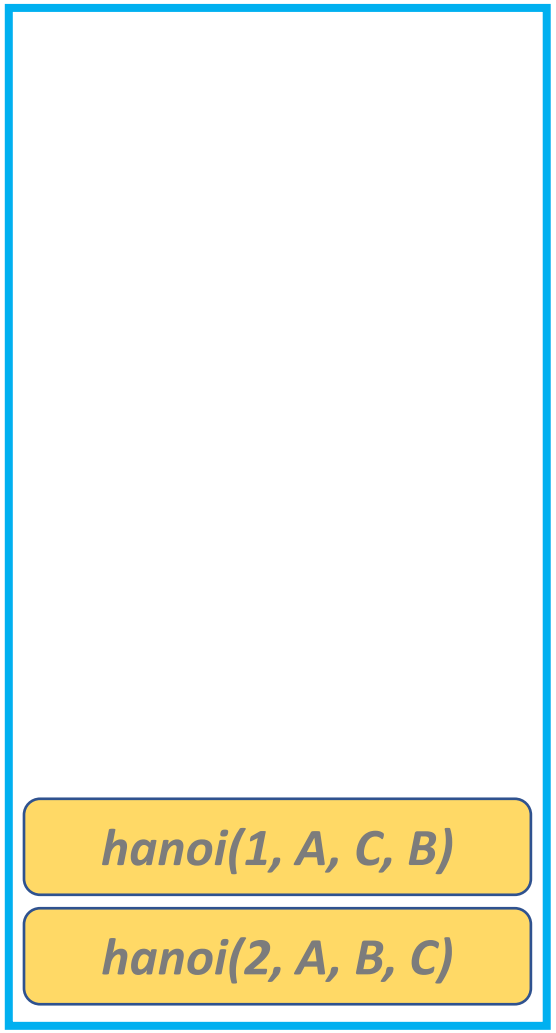

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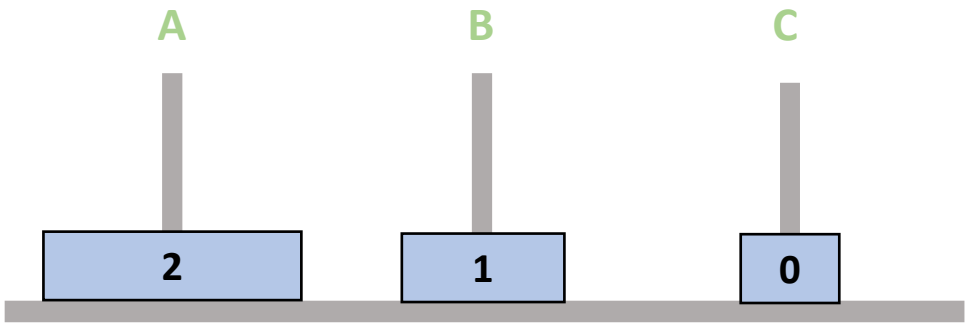


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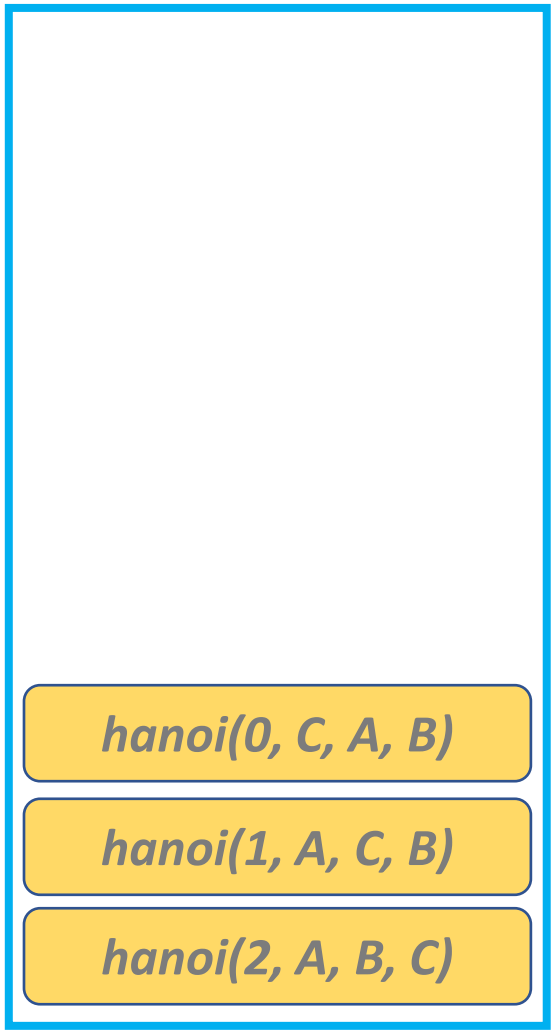

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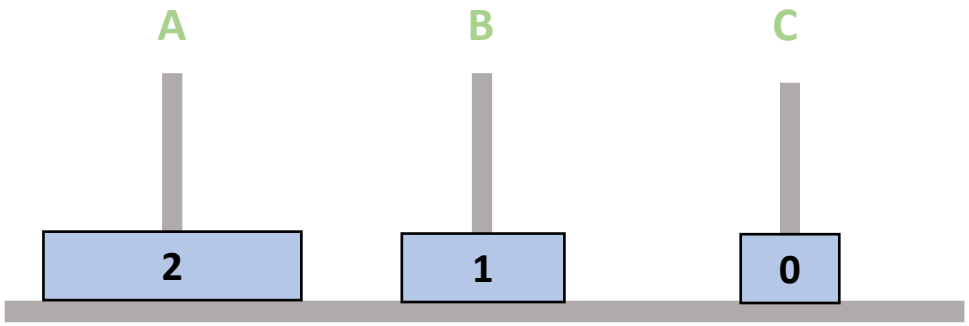


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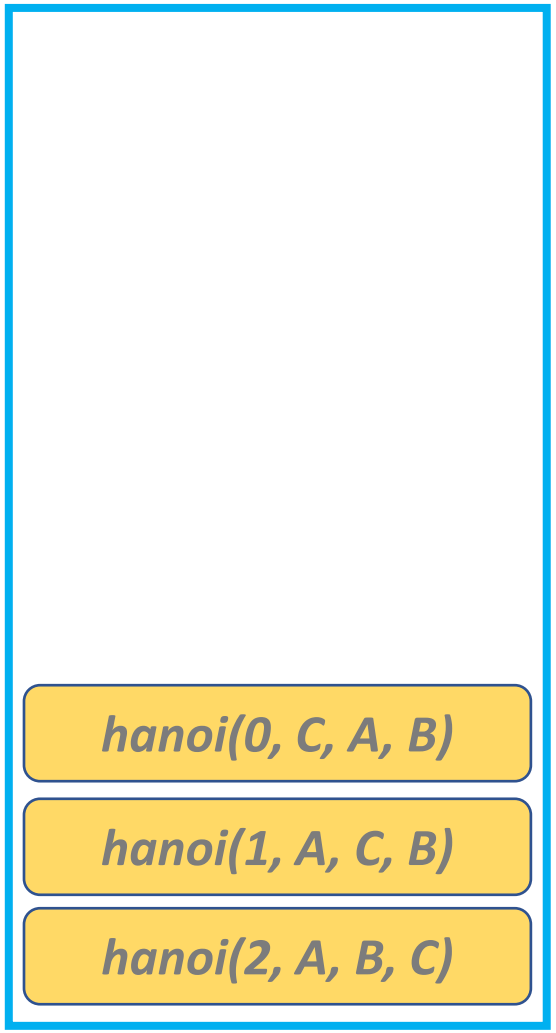

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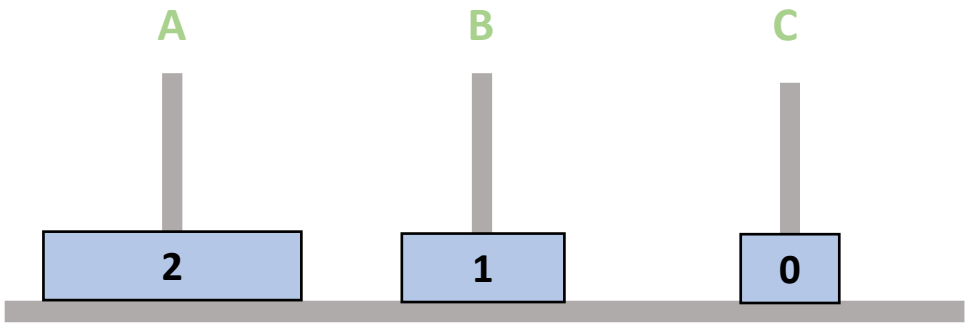


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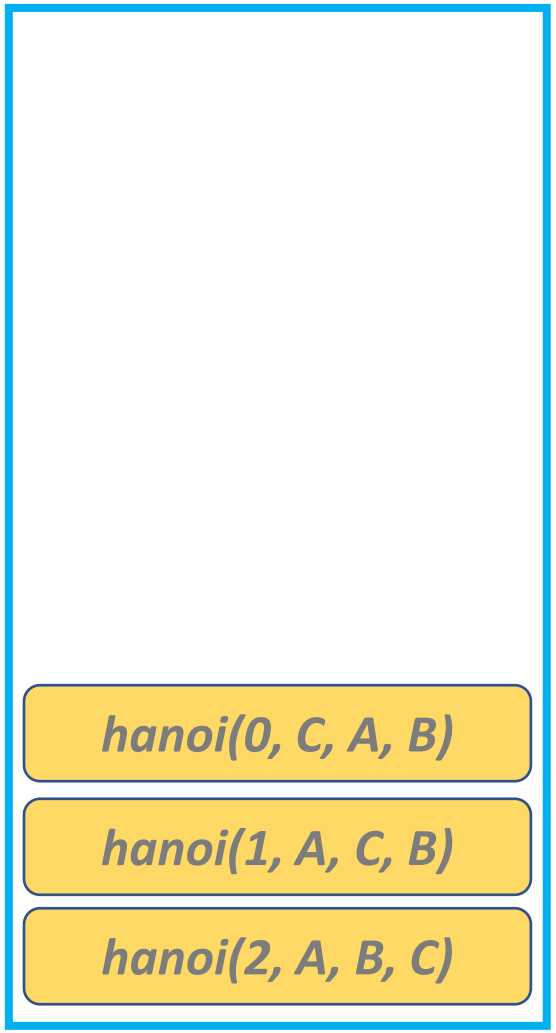

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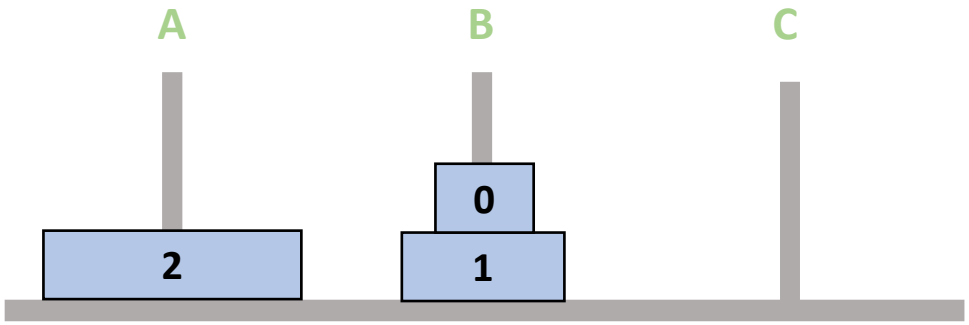


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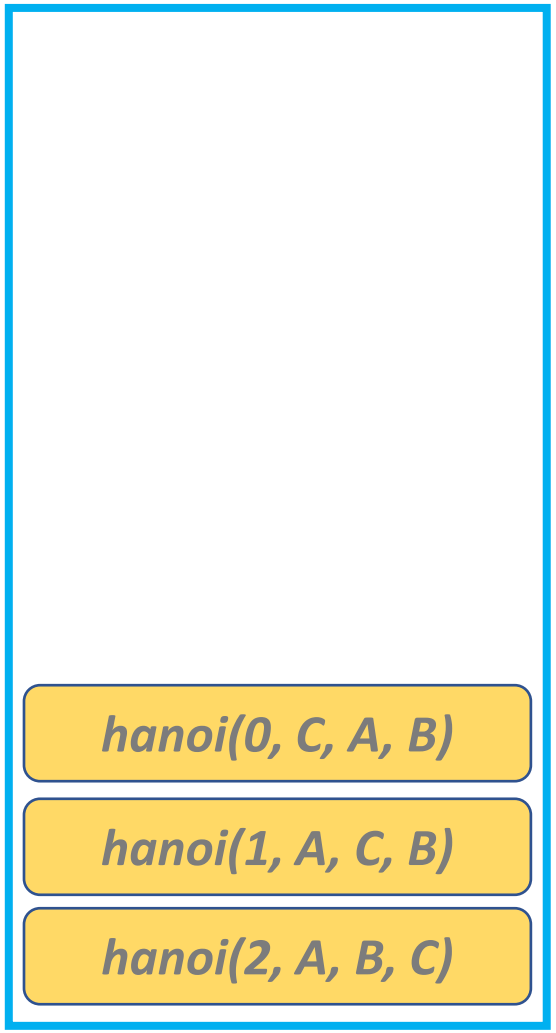

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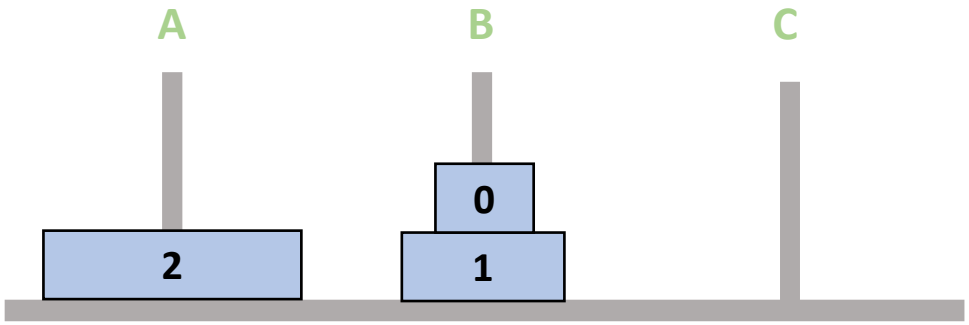


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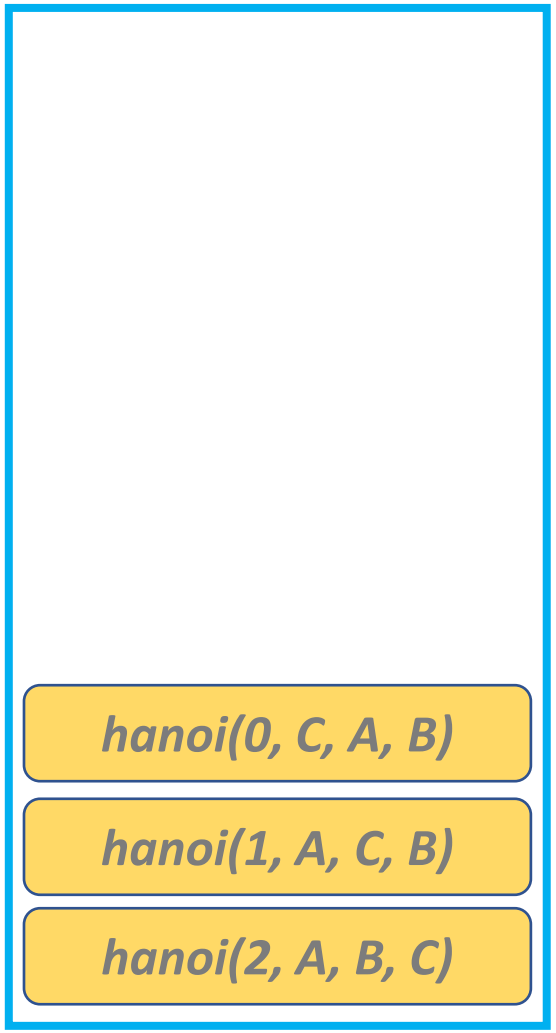

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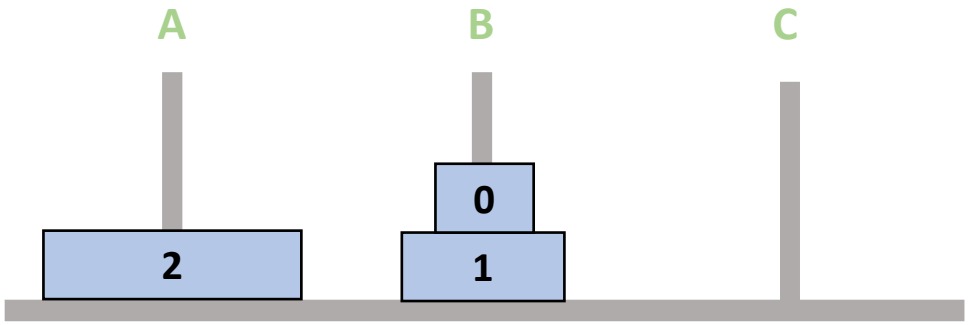


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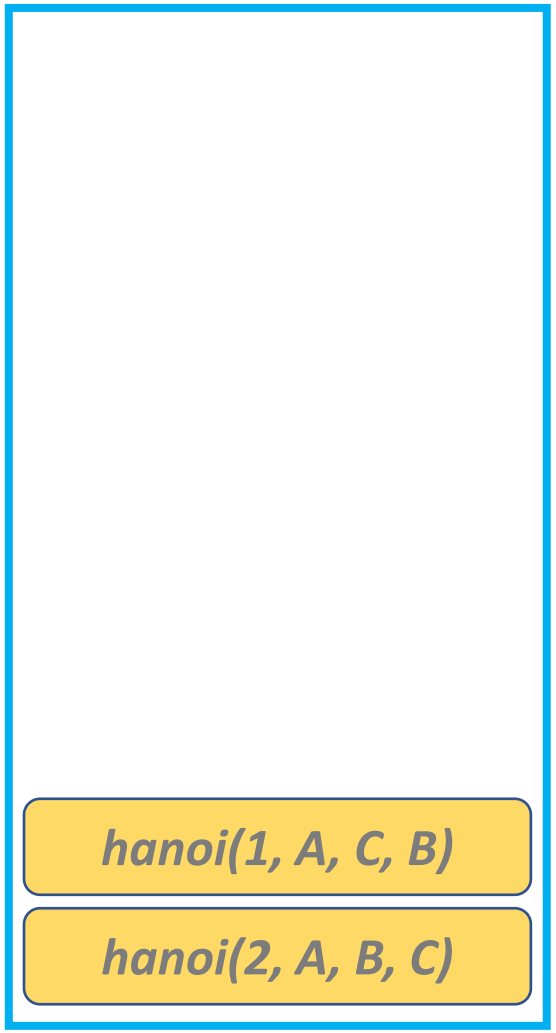

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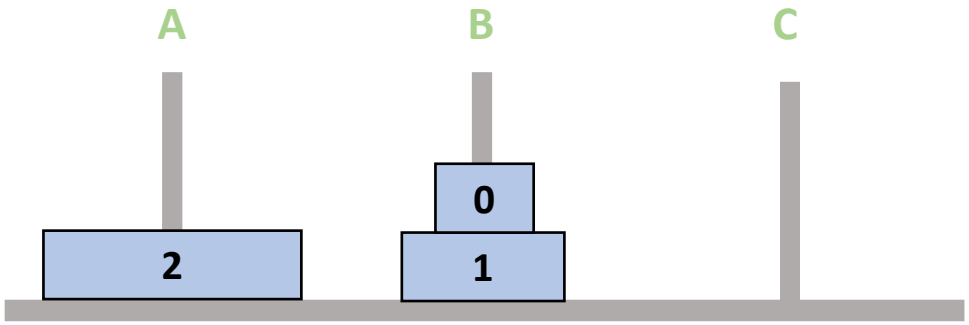


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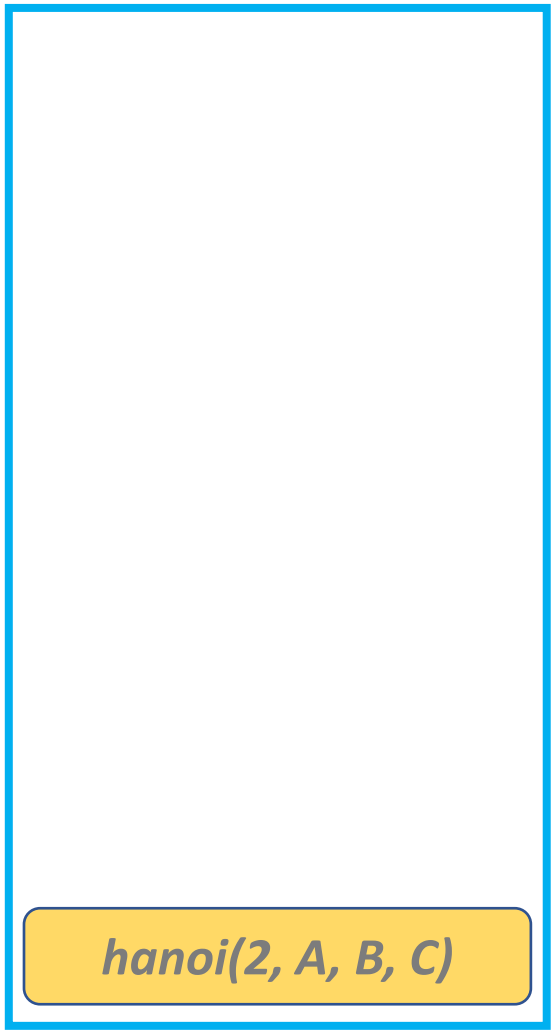

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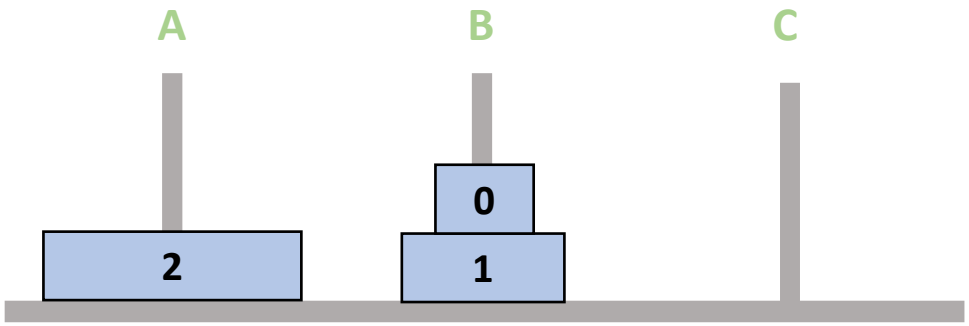


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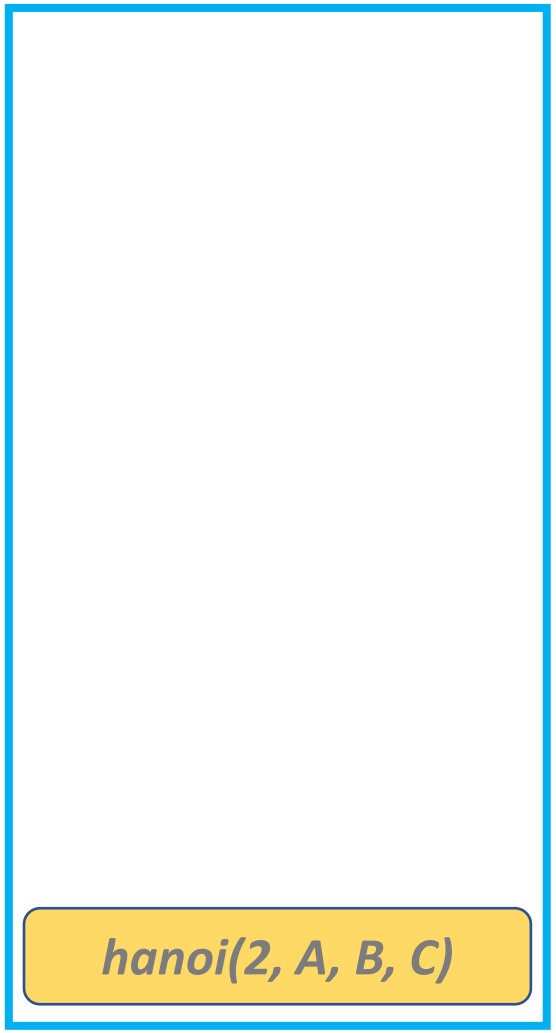

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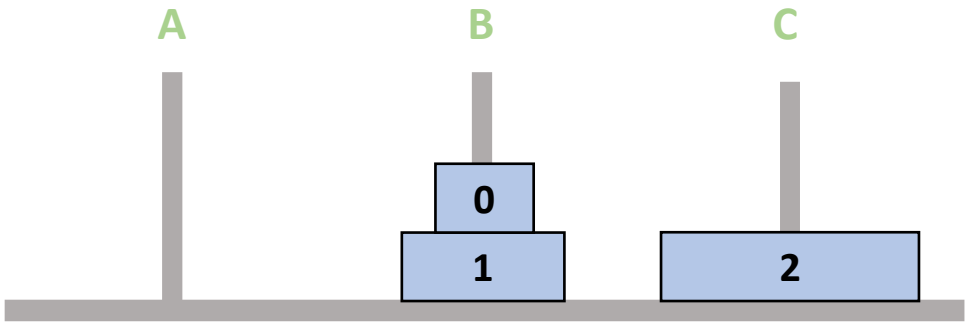


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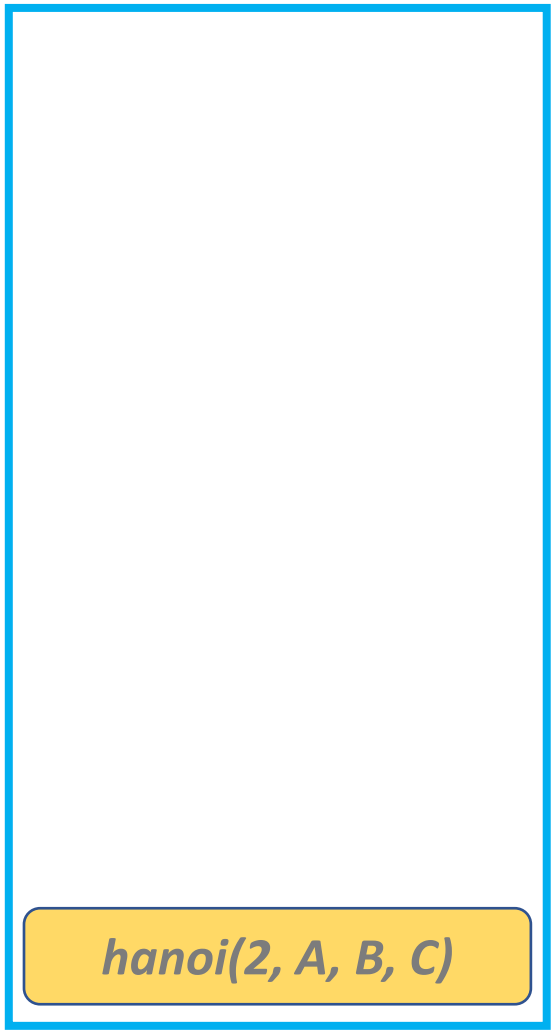

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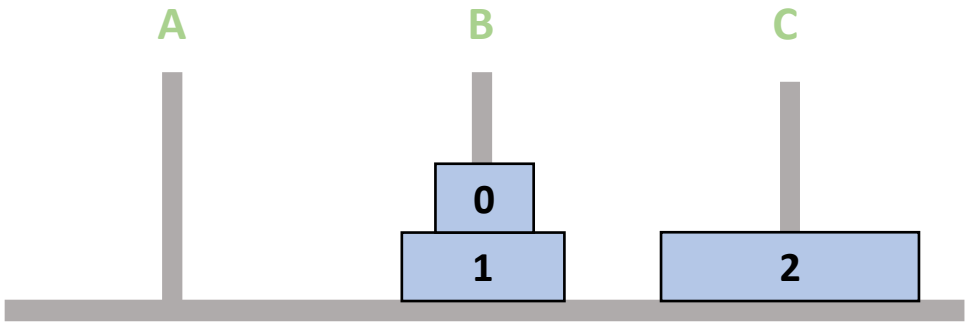


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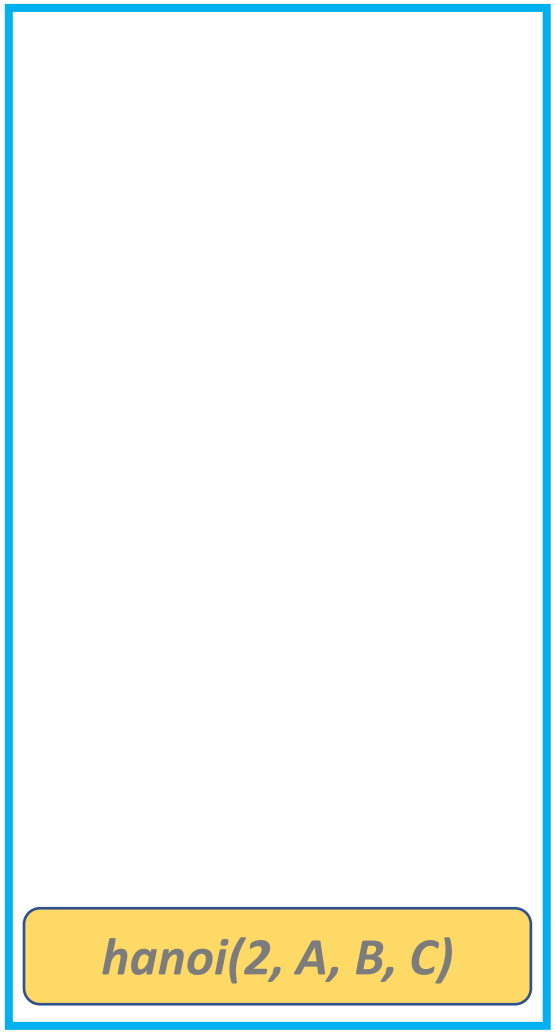

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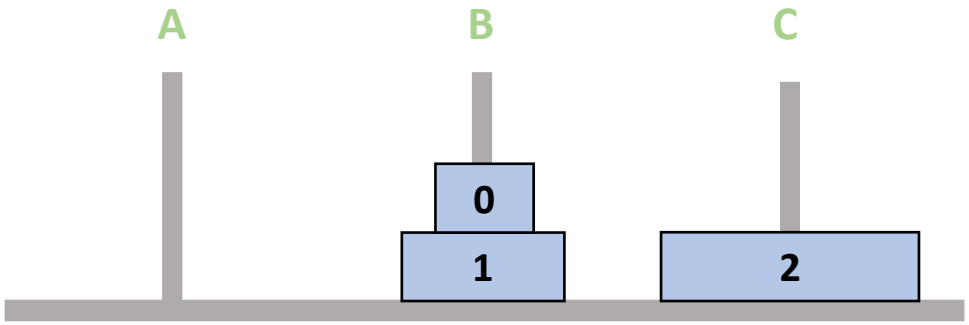


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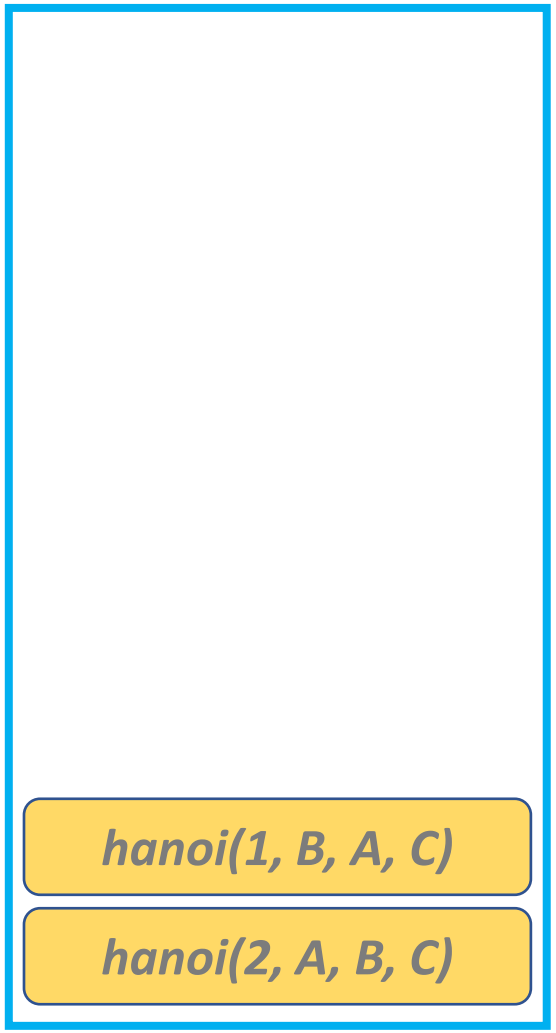

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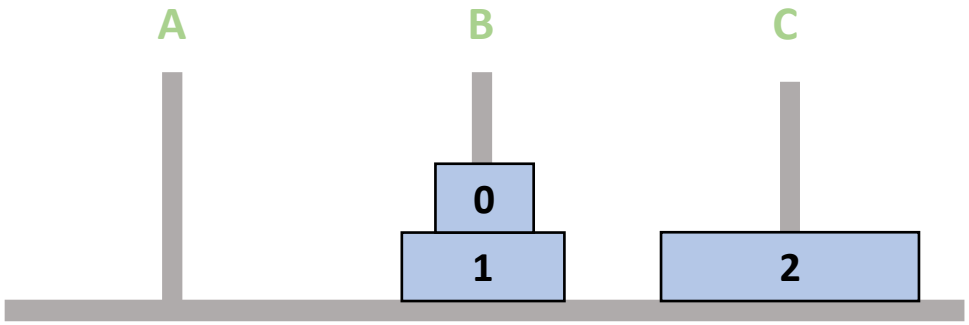


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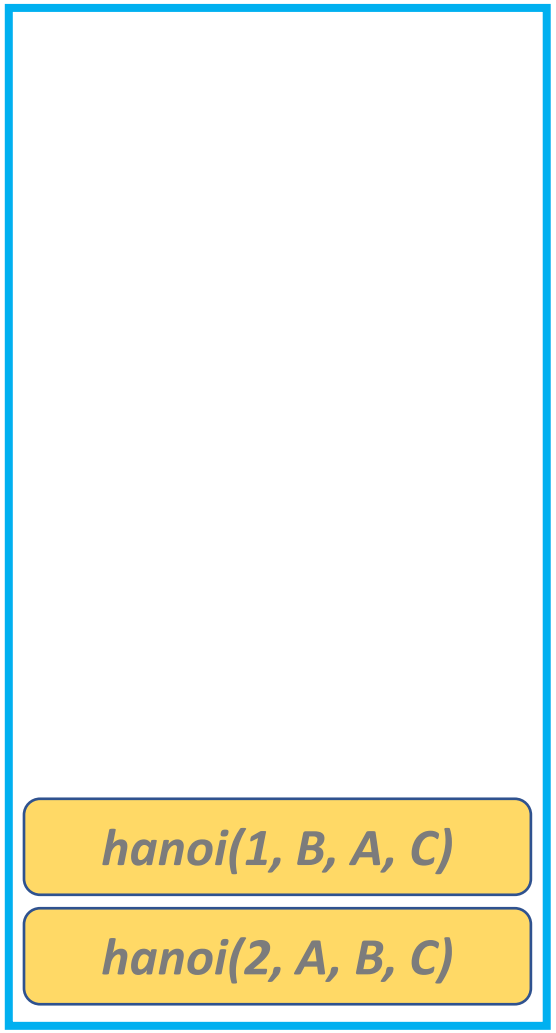

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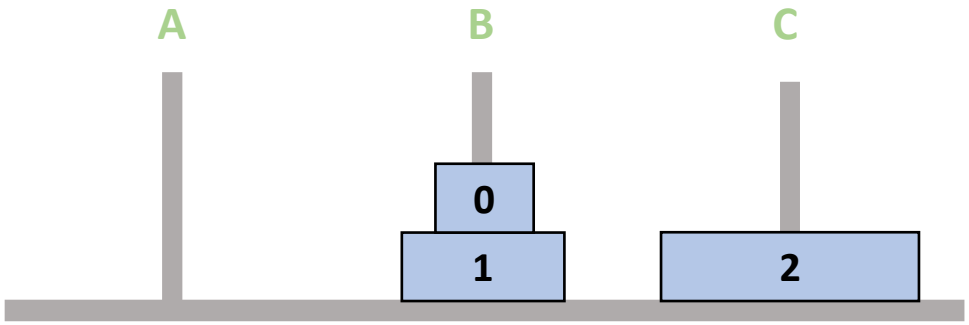


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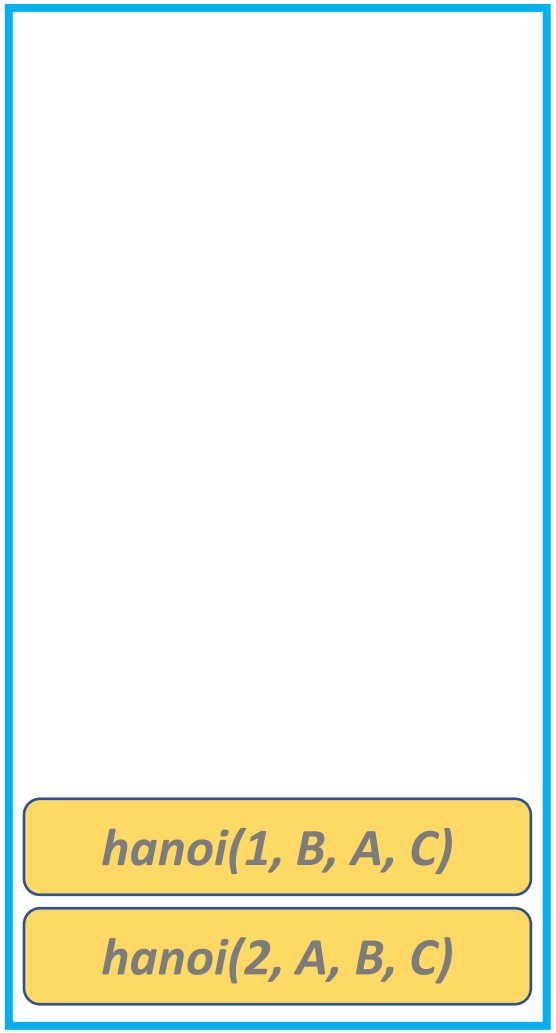

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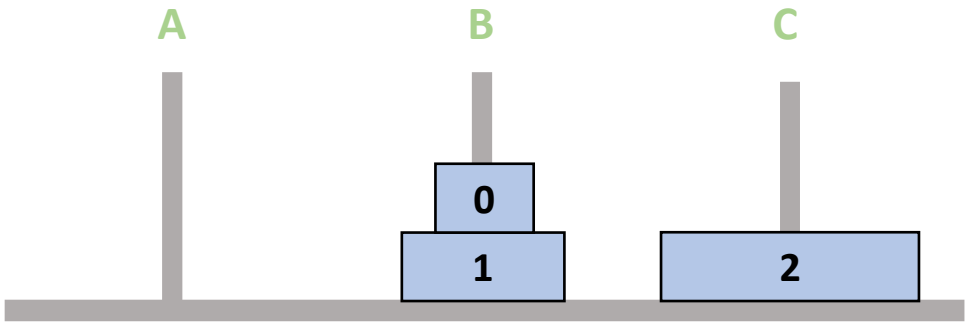


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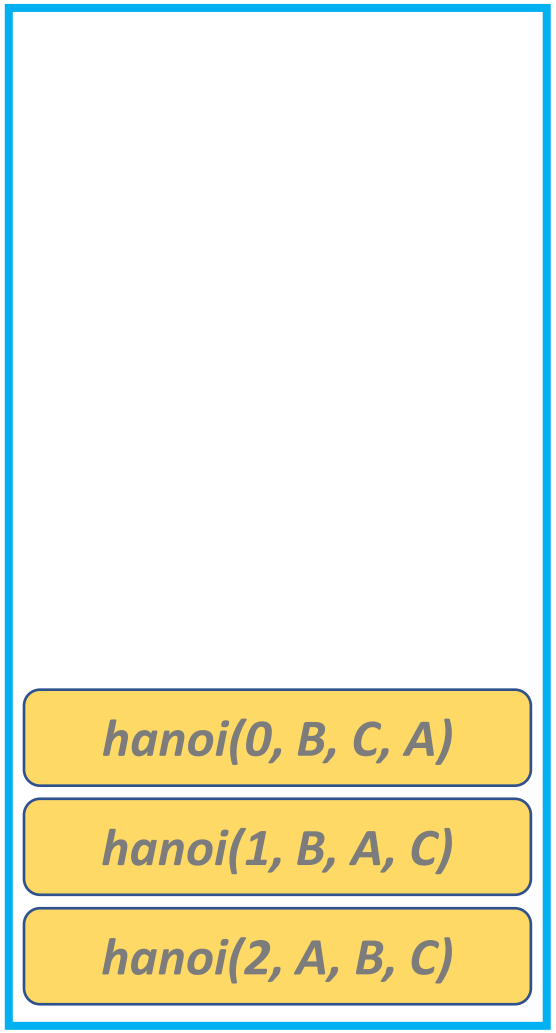

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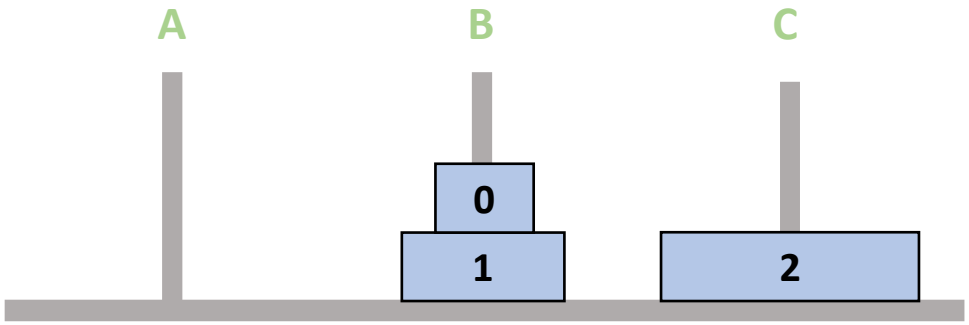


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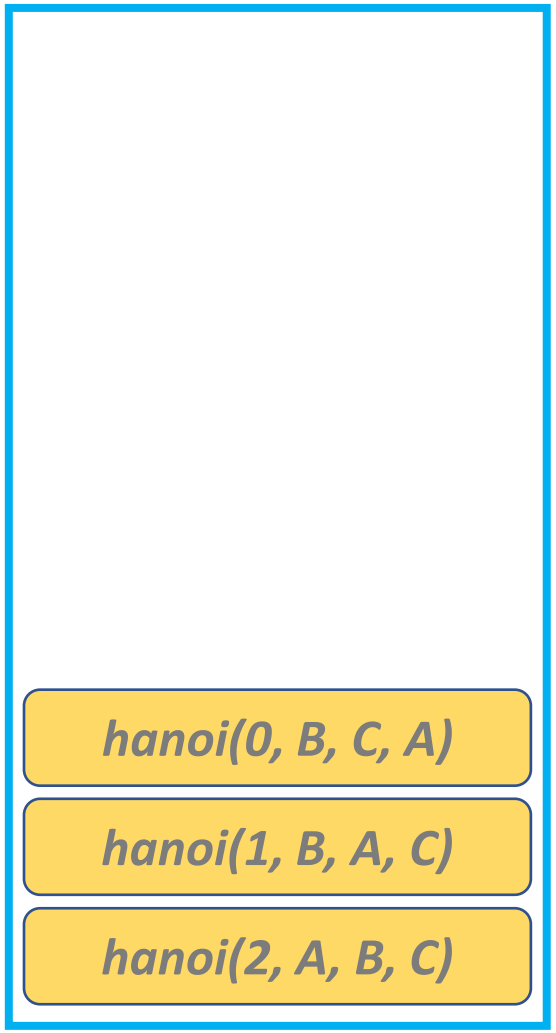

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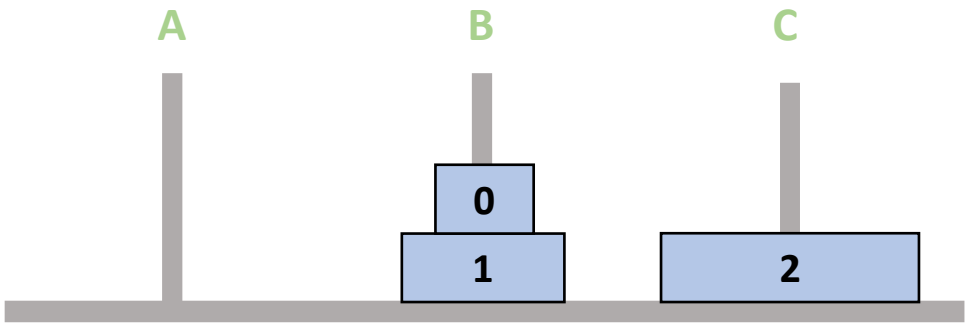


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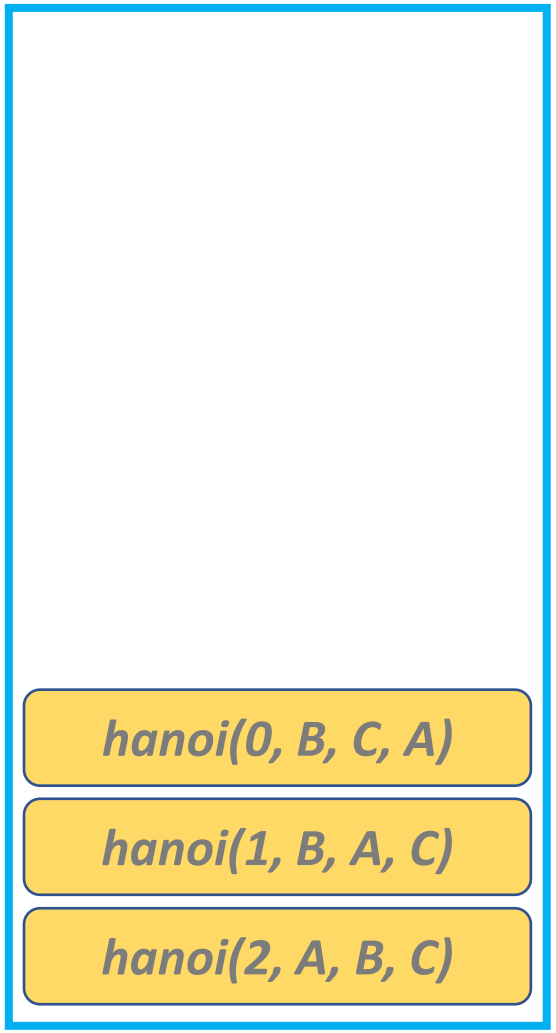

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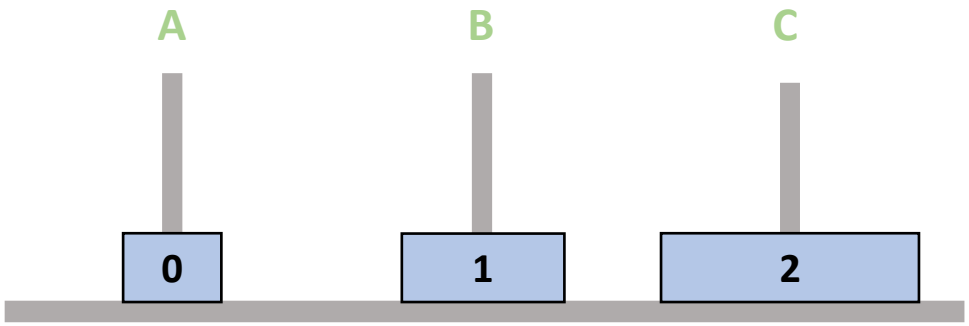


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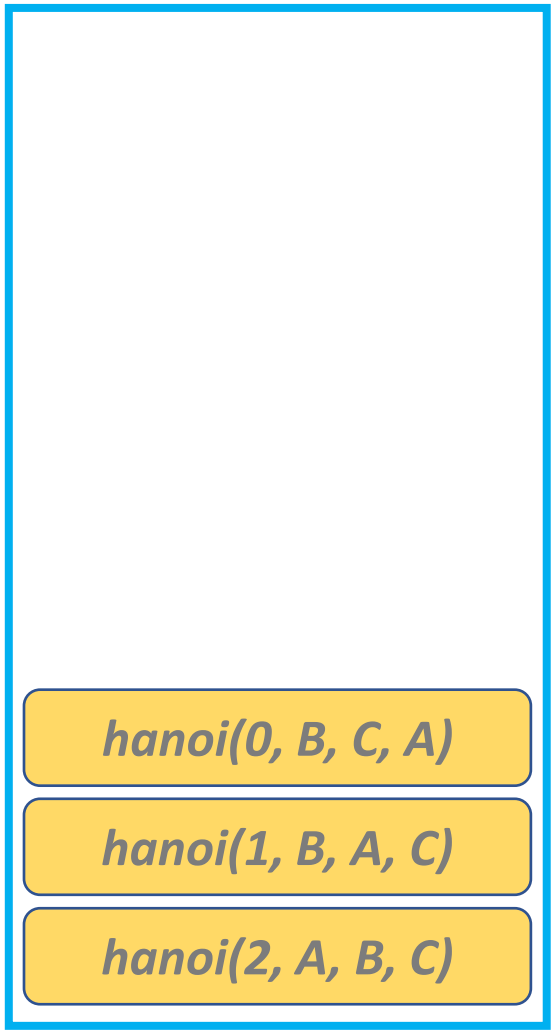

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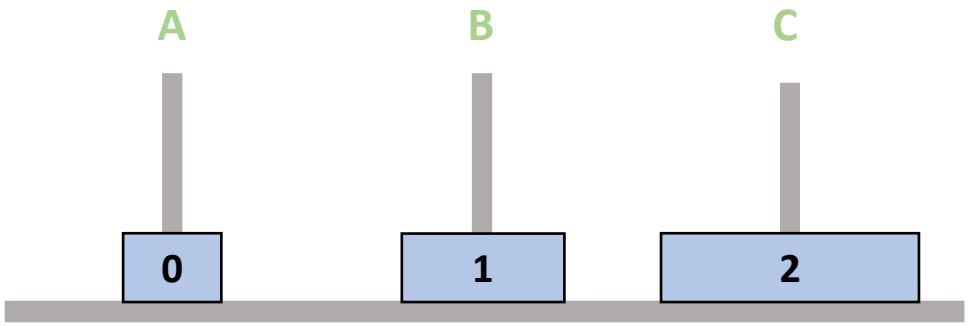


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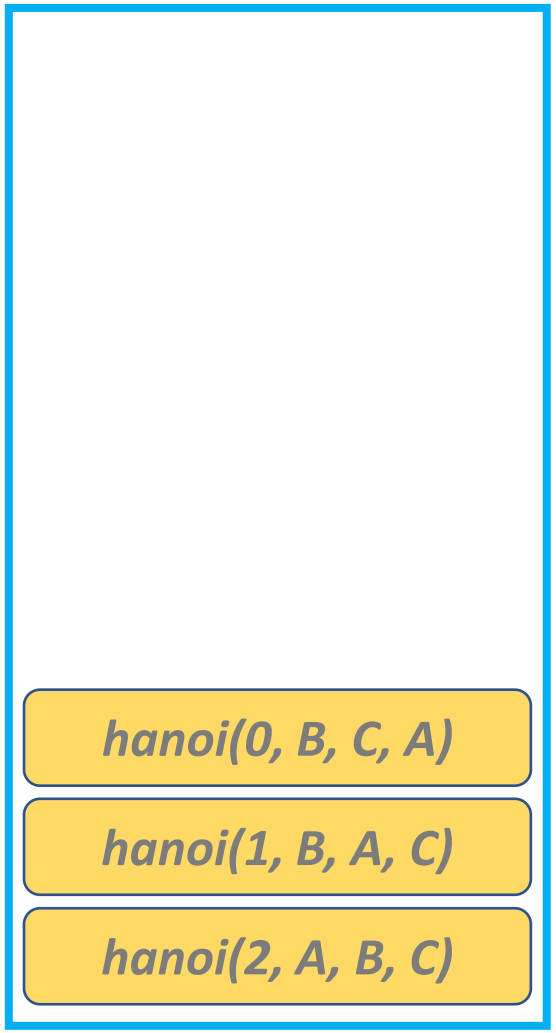

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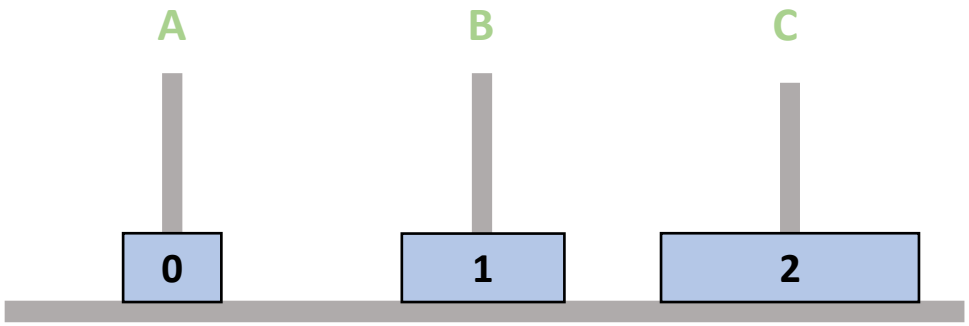


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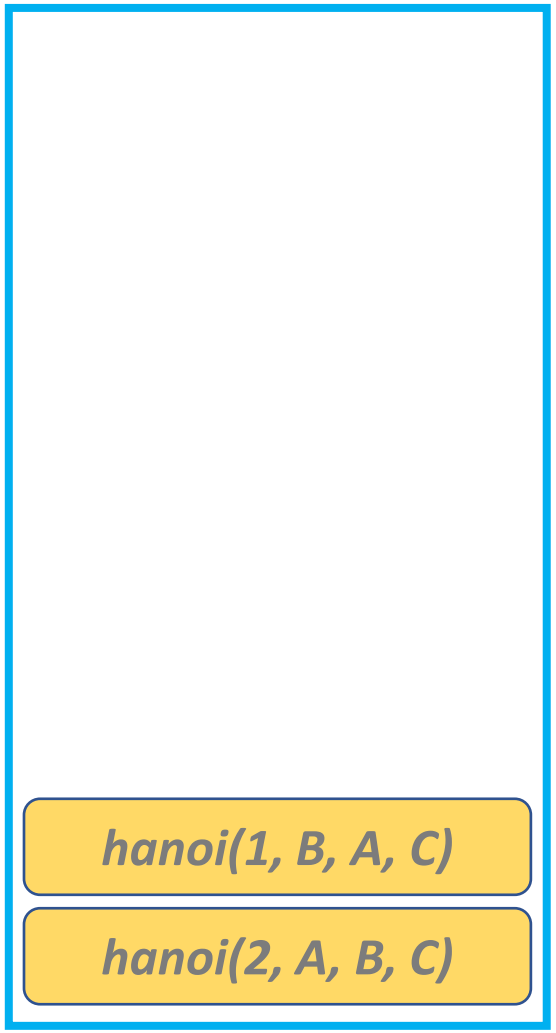

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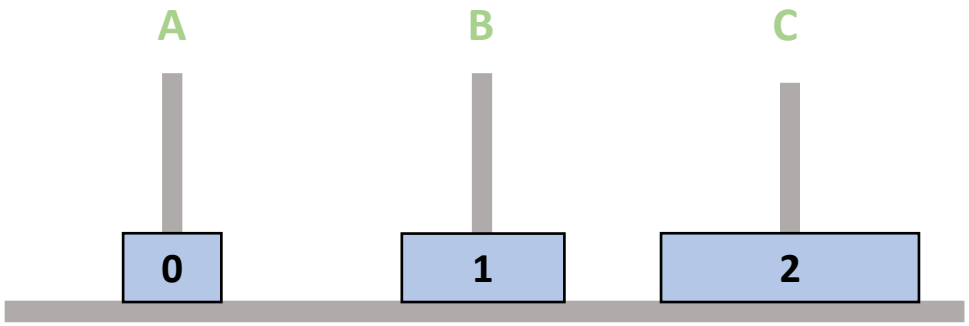


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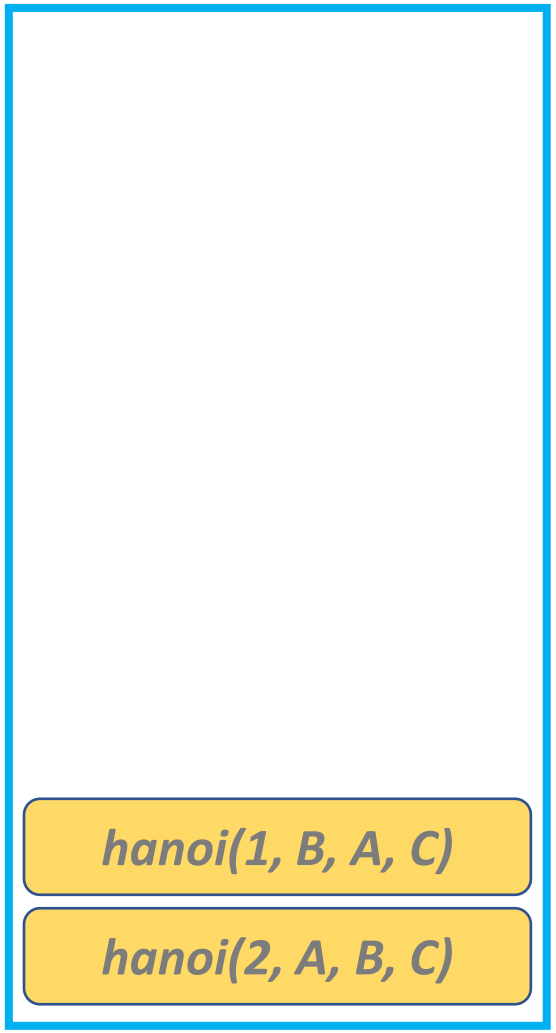

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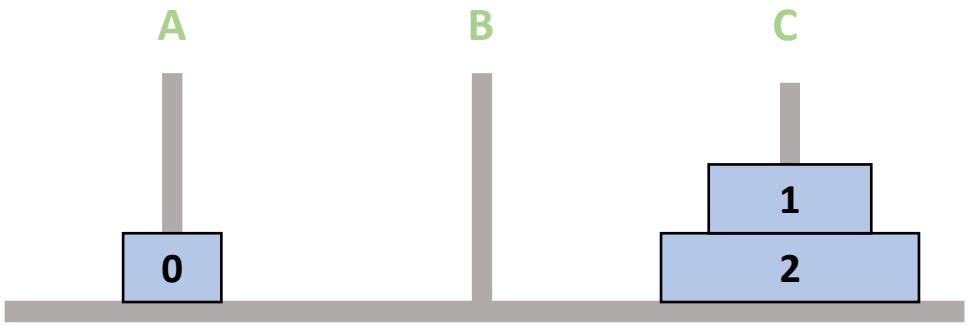


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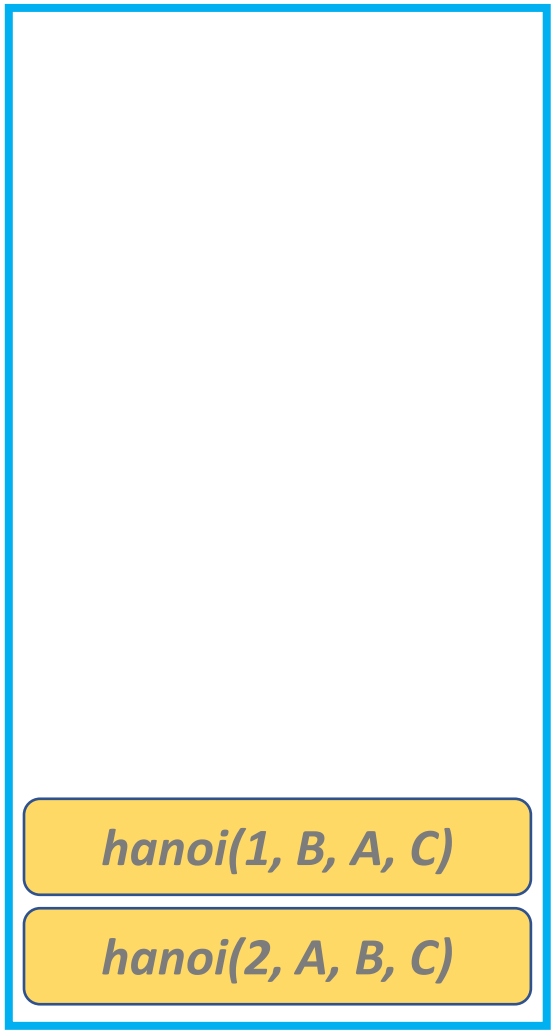

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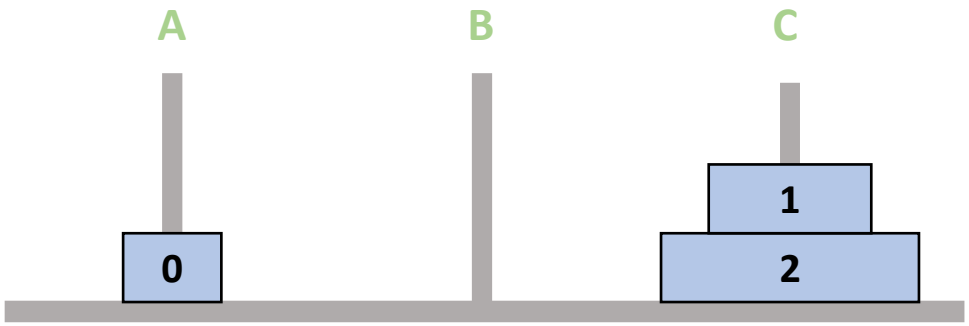


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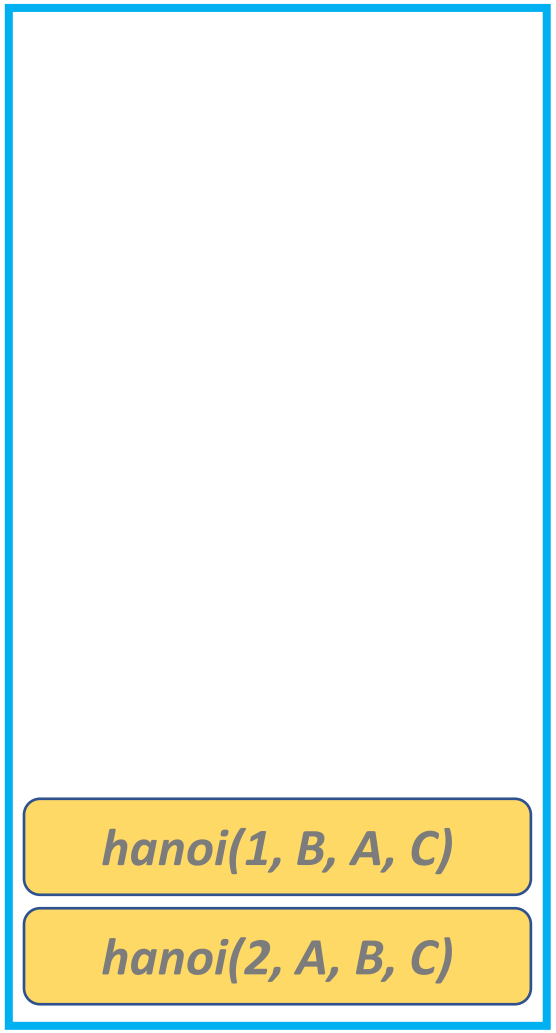

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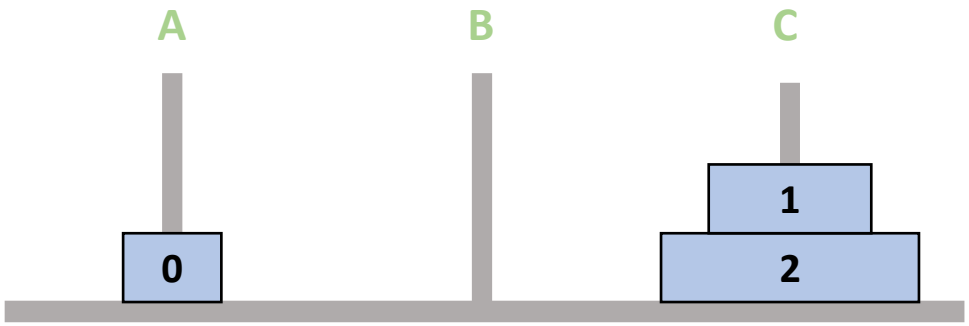


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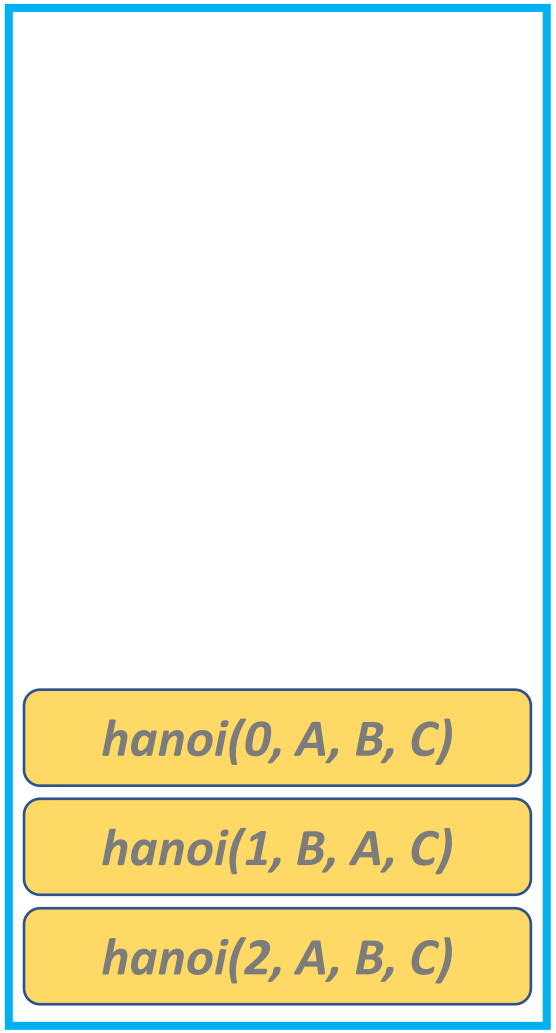

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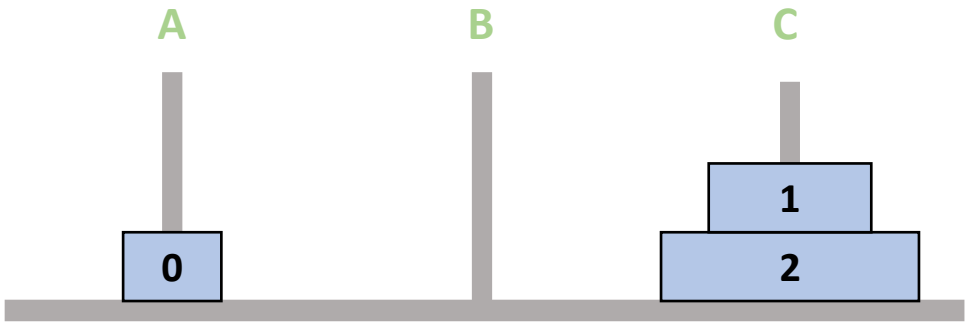


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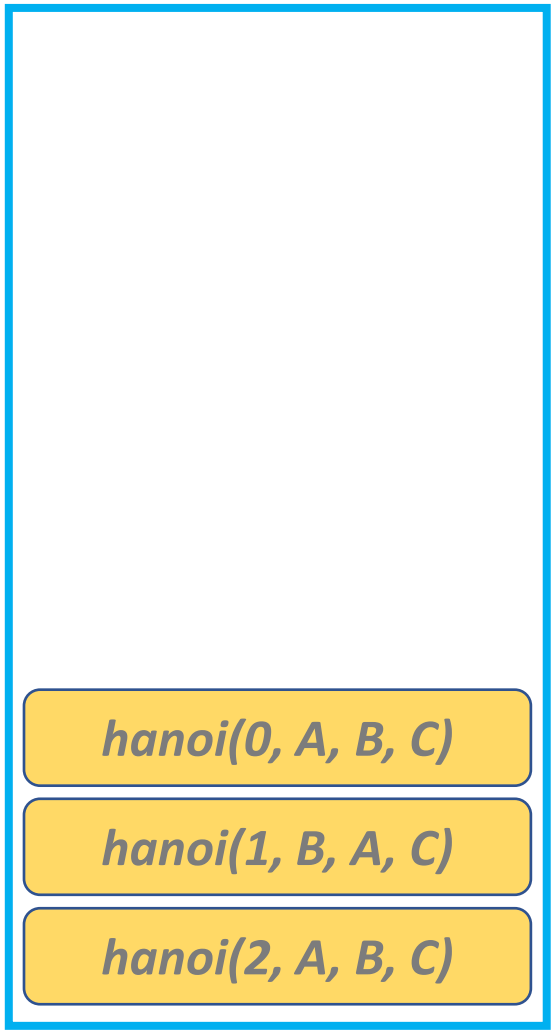

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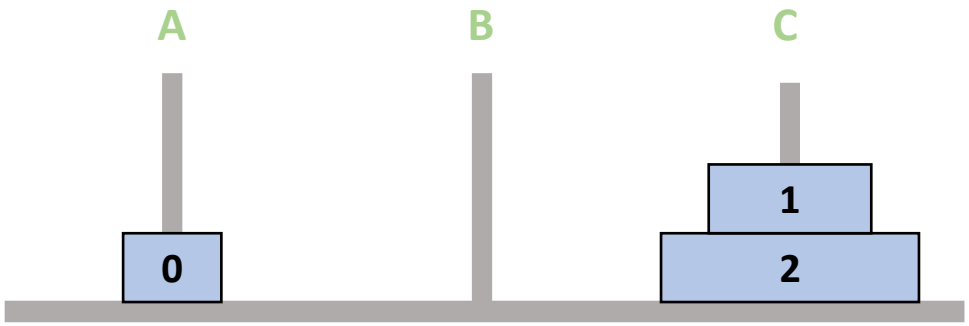


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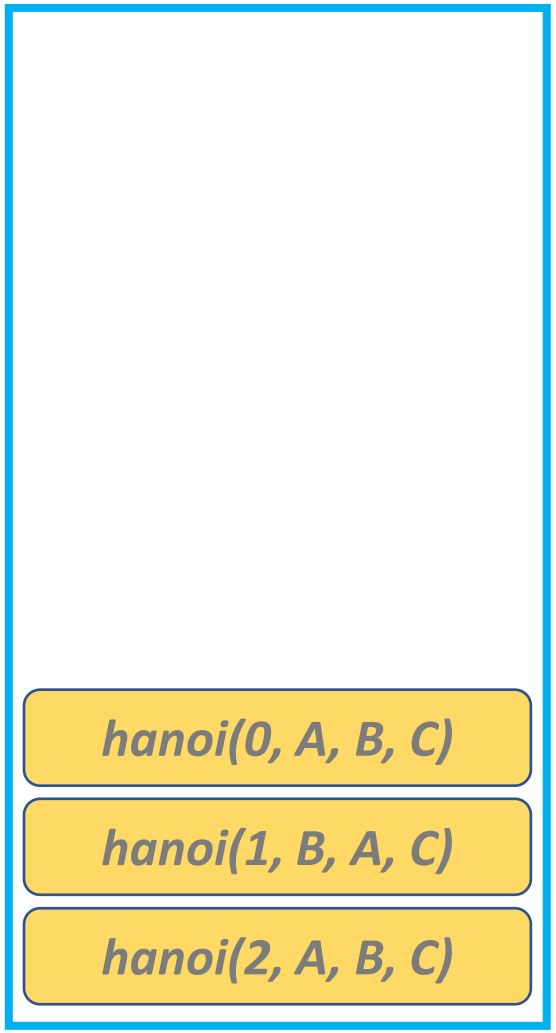

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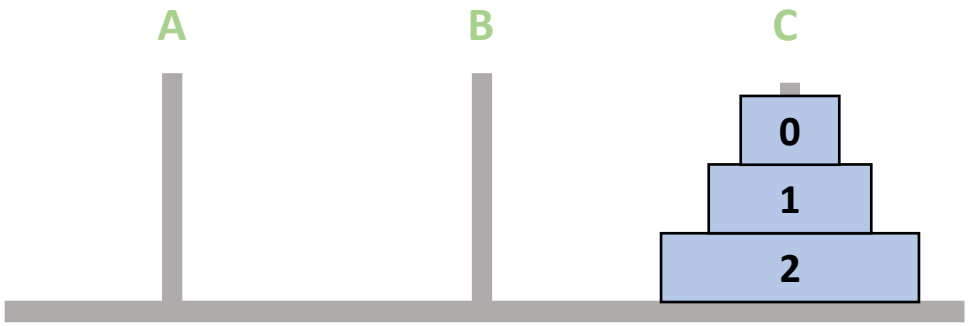


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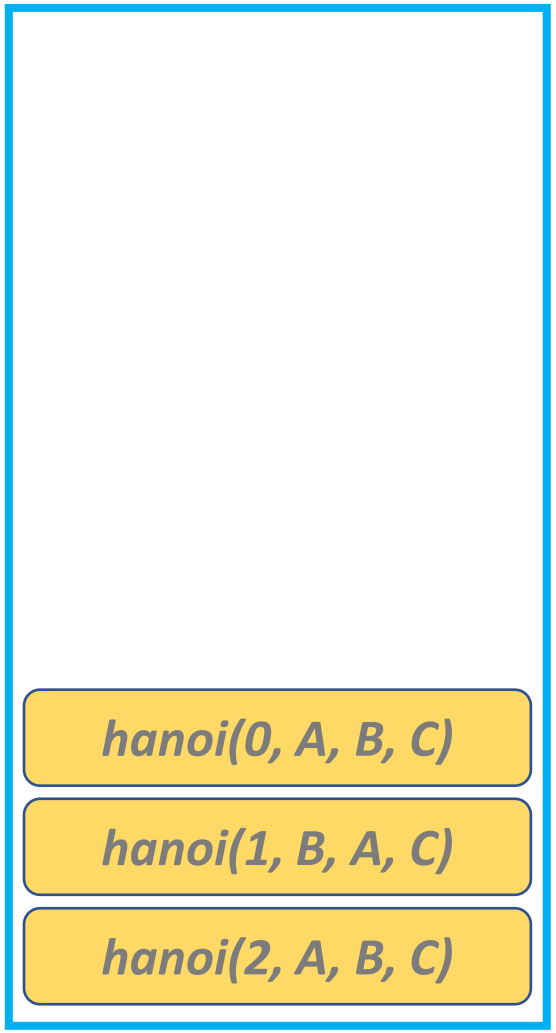

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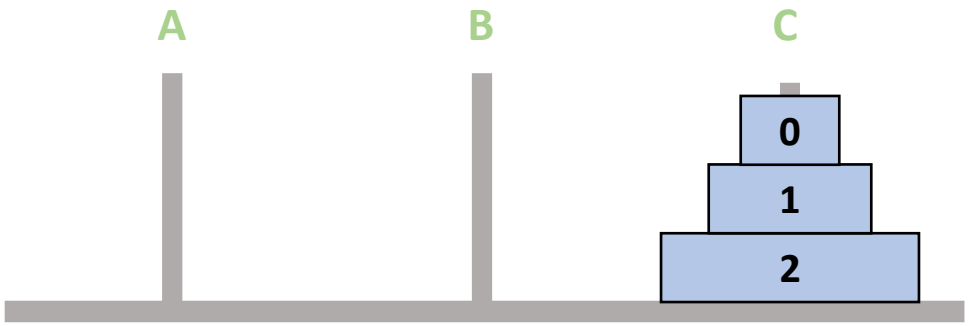


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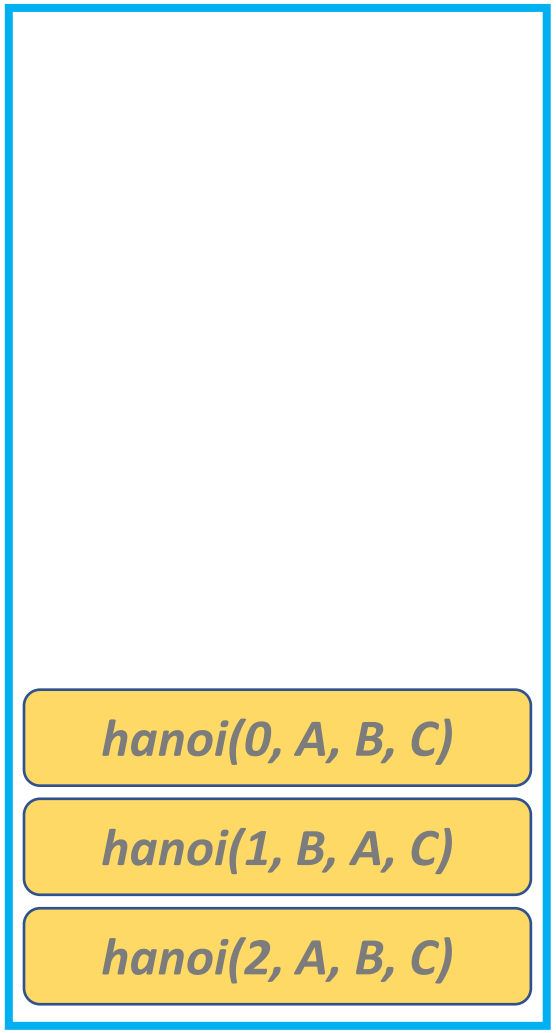

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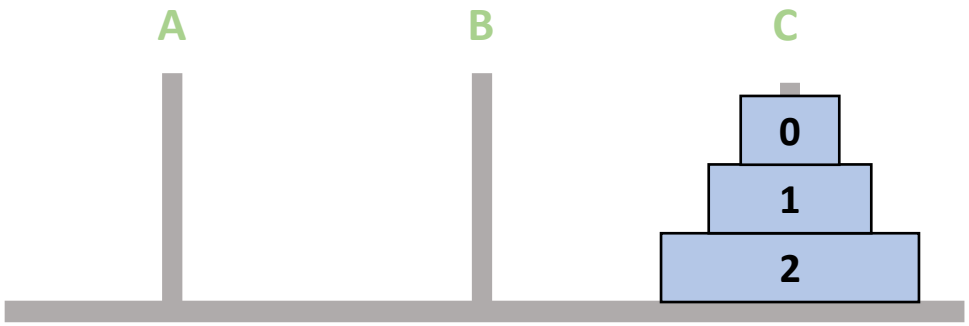


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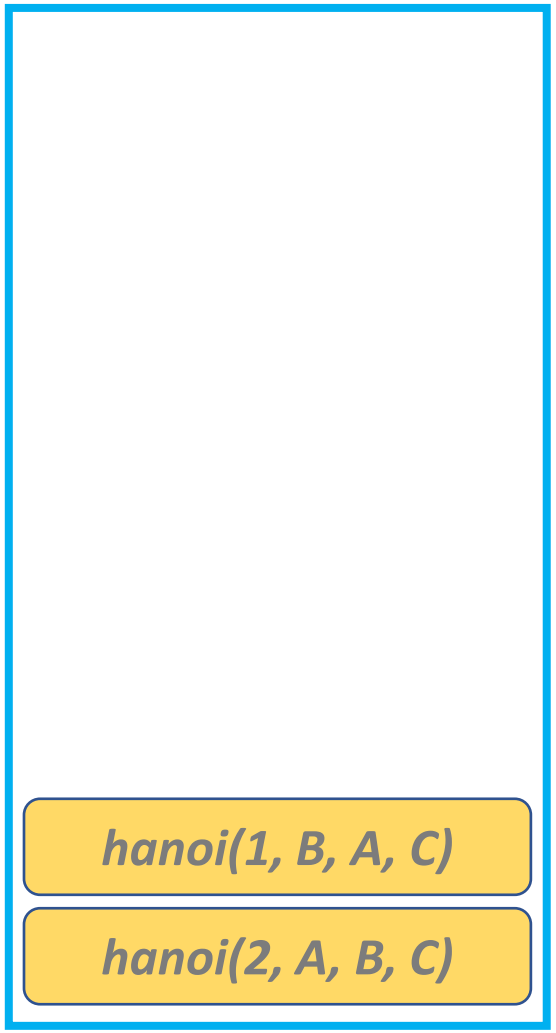

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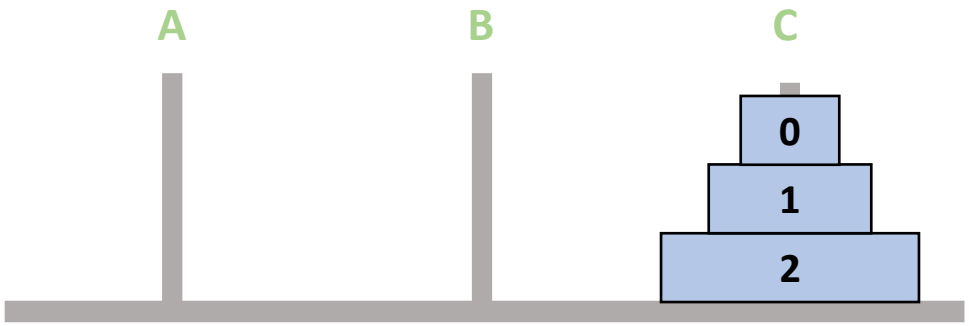


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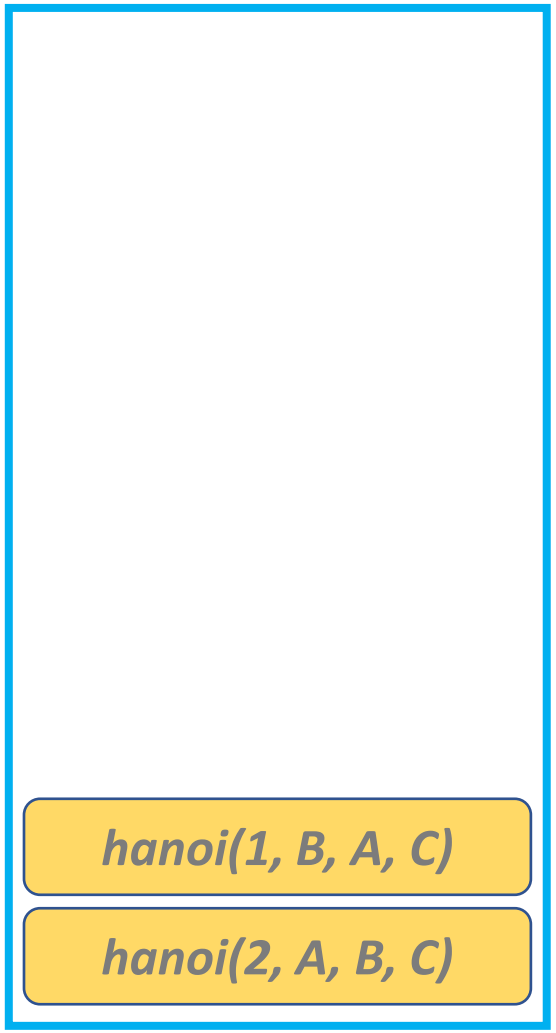

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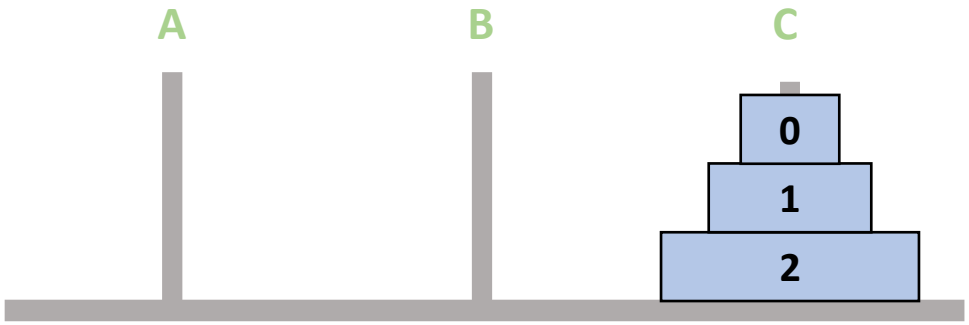


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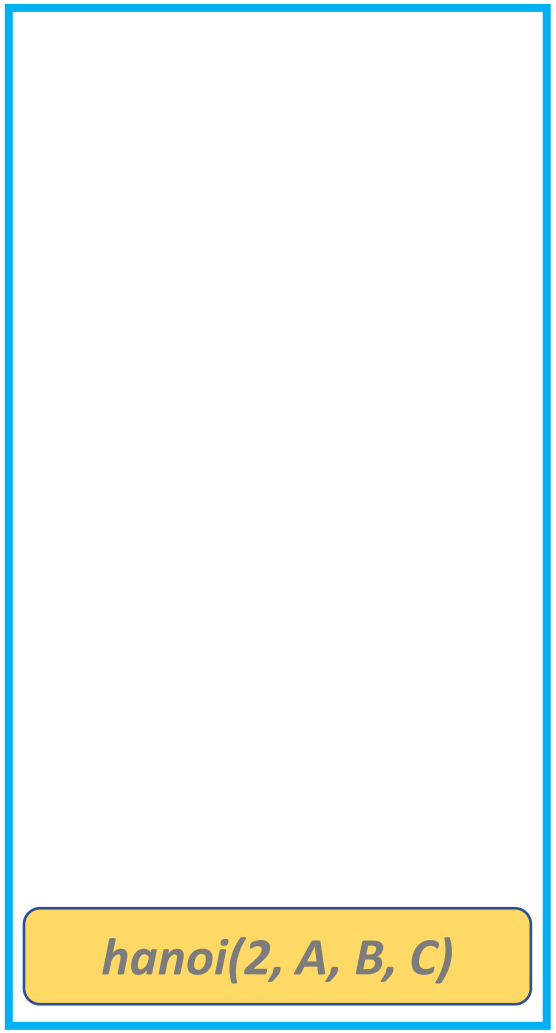

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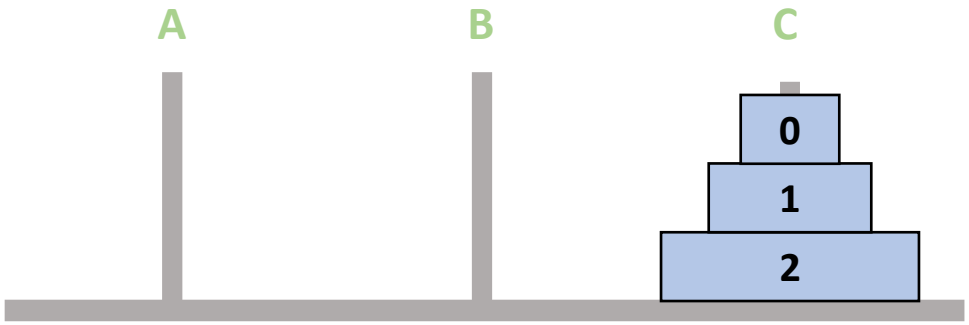


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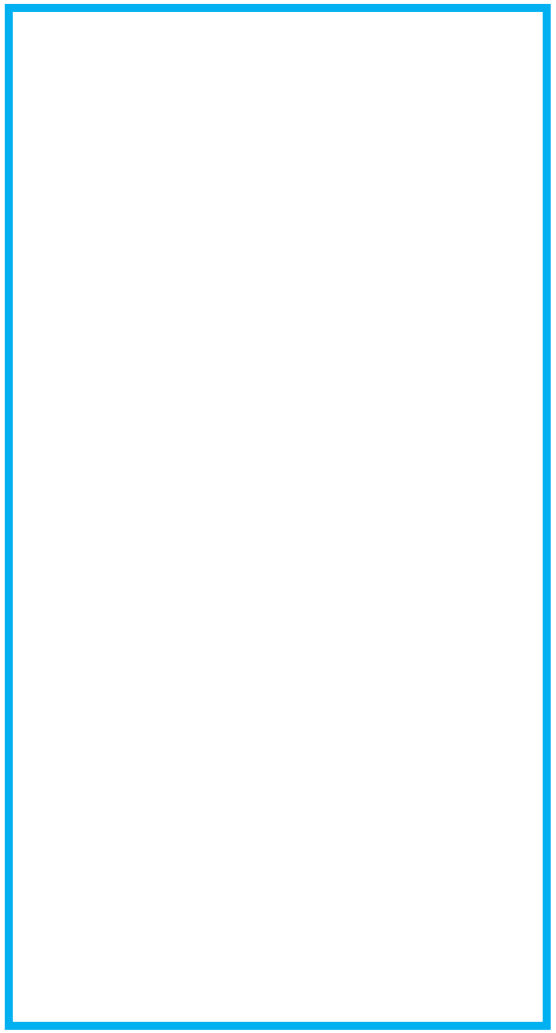

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Factorial Function
(Recursion Visualization)

Factorial Function

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def factorial(n):

    if n==1:
        return 1

    res = factorial(n-1)
    result = n * res
    return result
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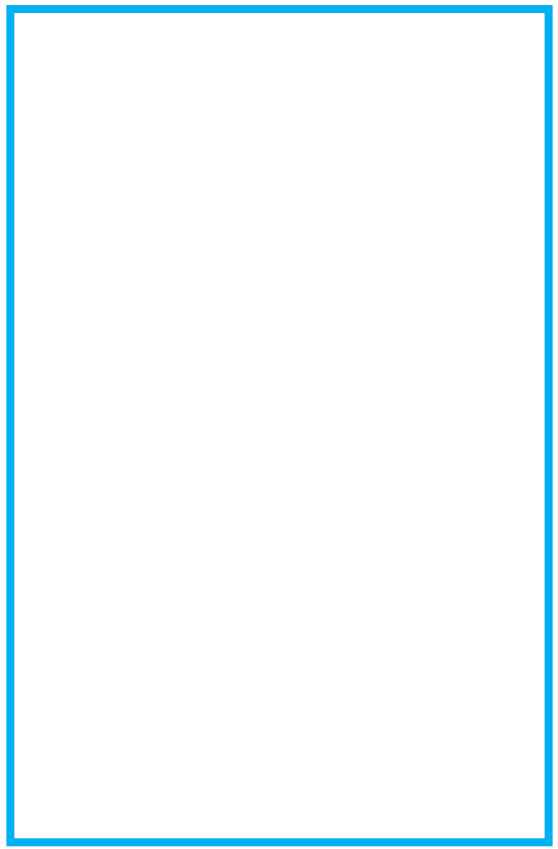

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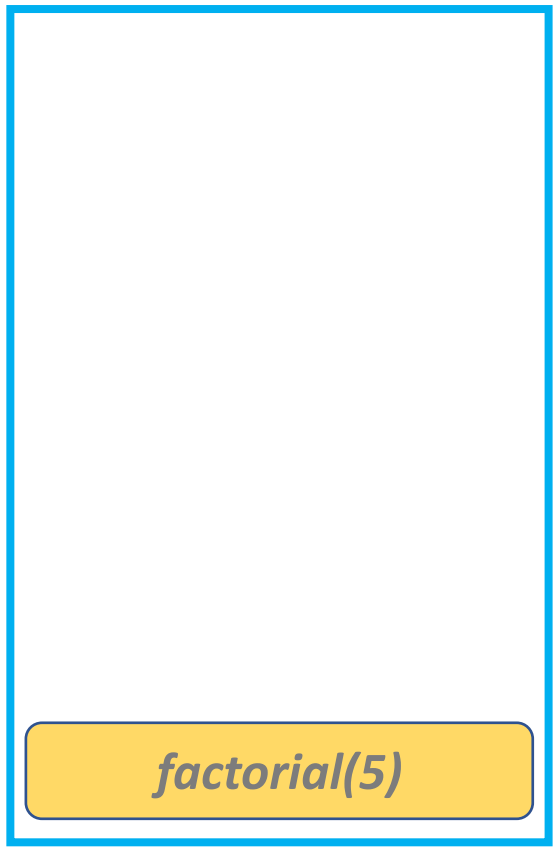

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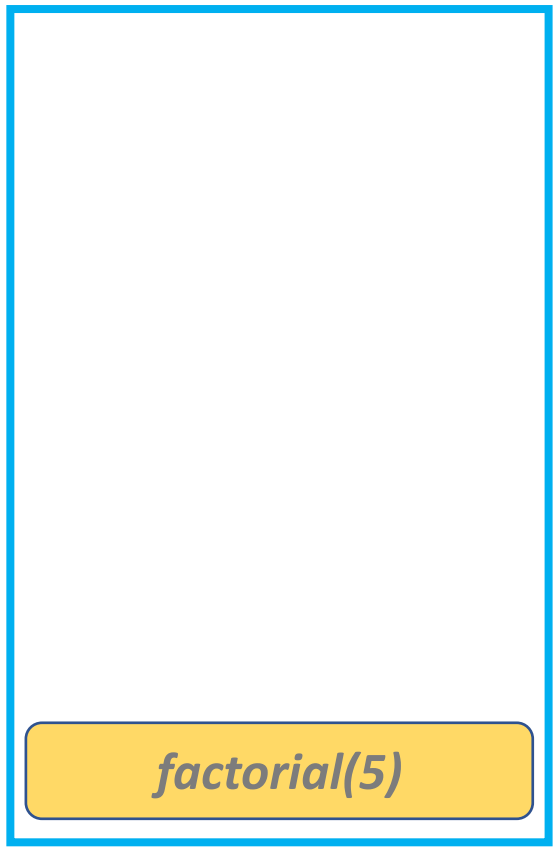

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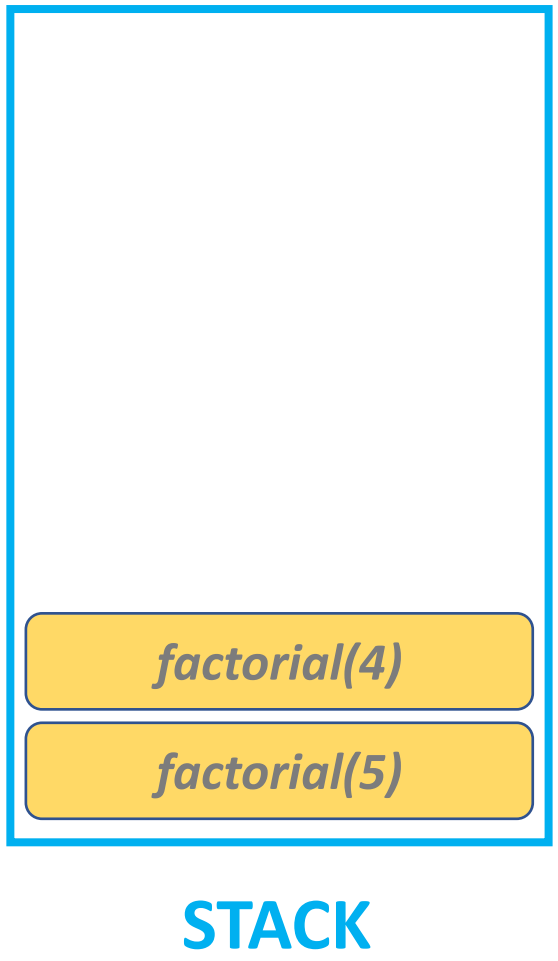

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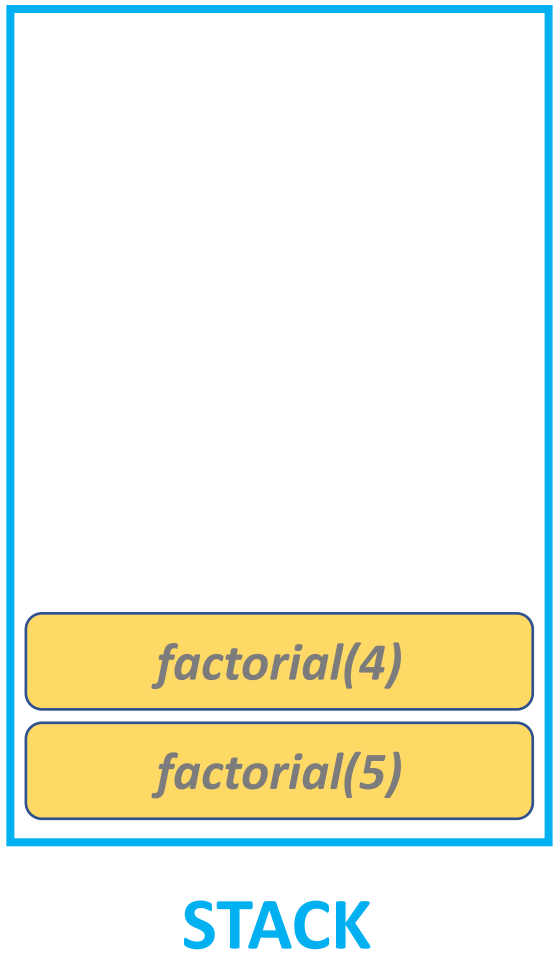

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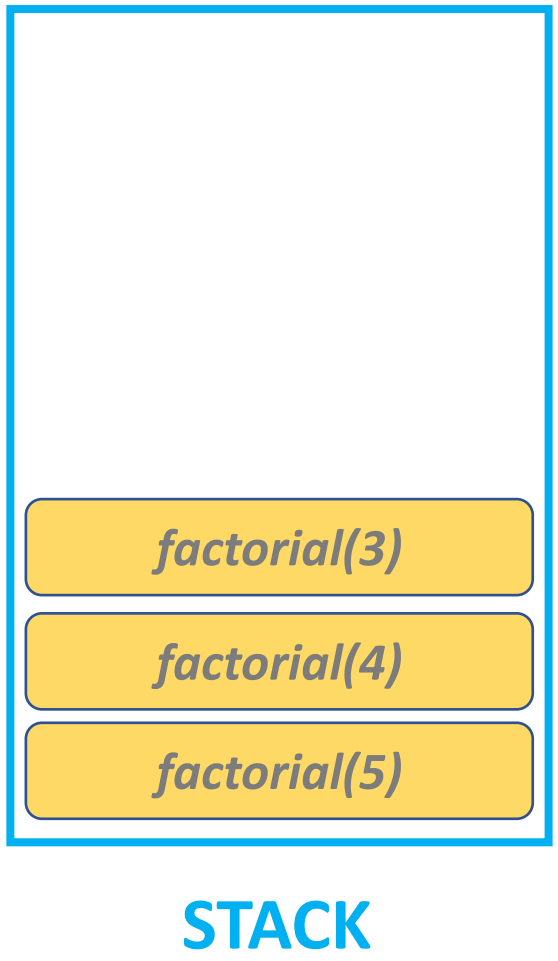

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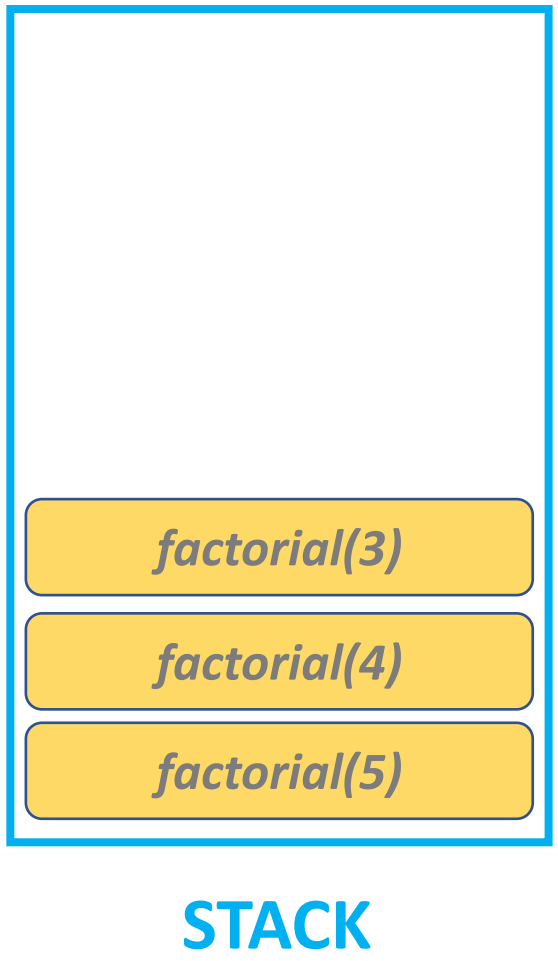

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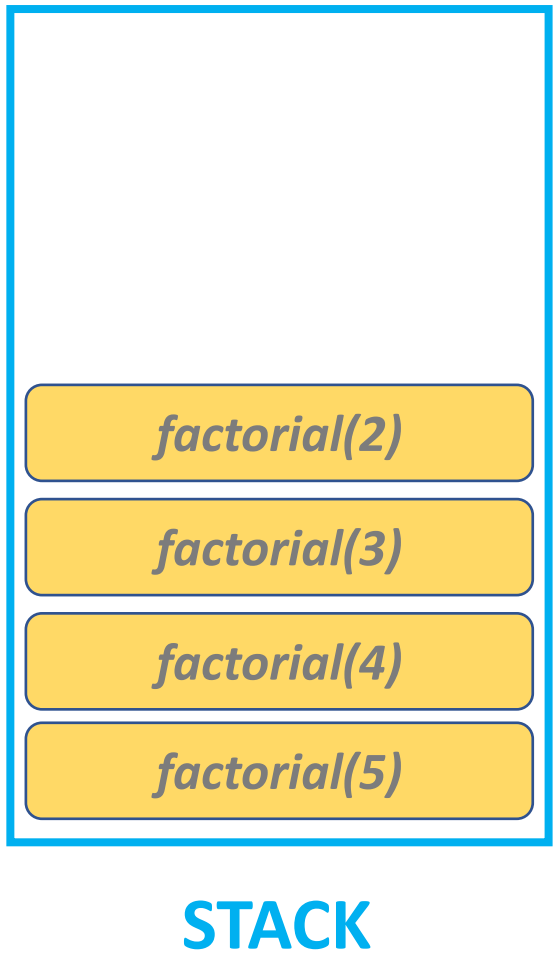

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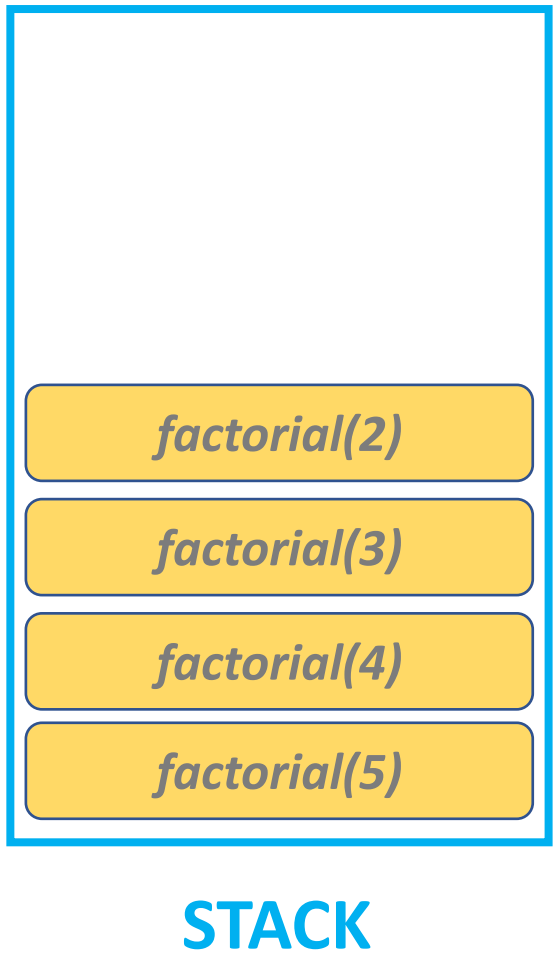

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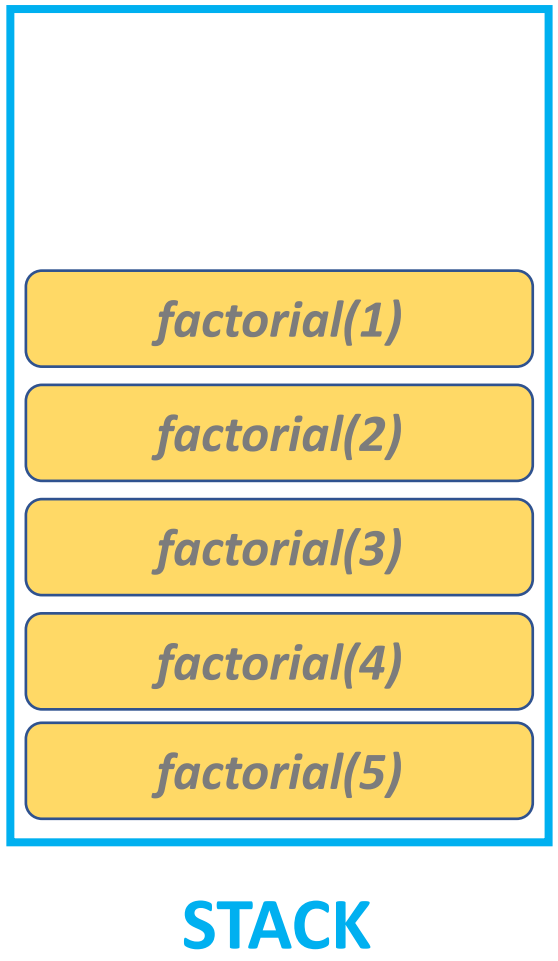

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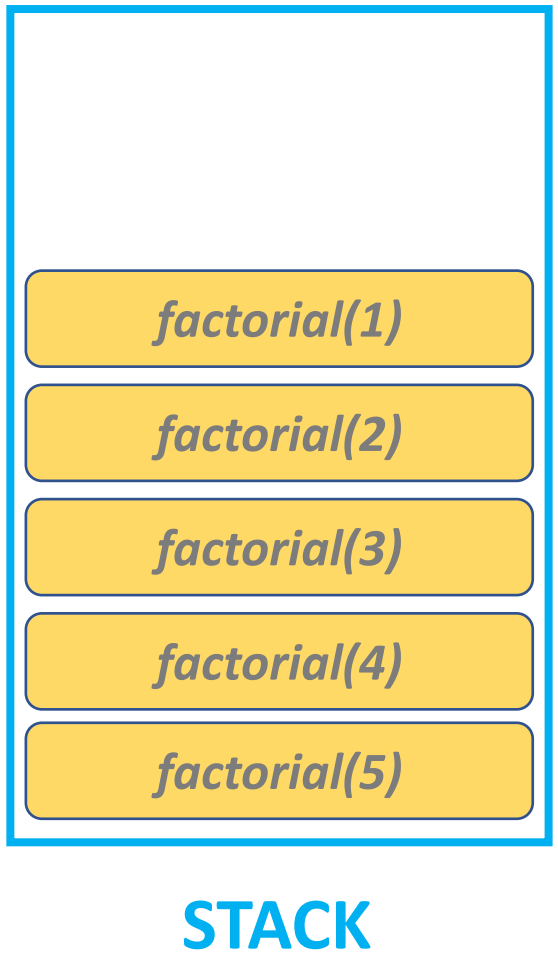

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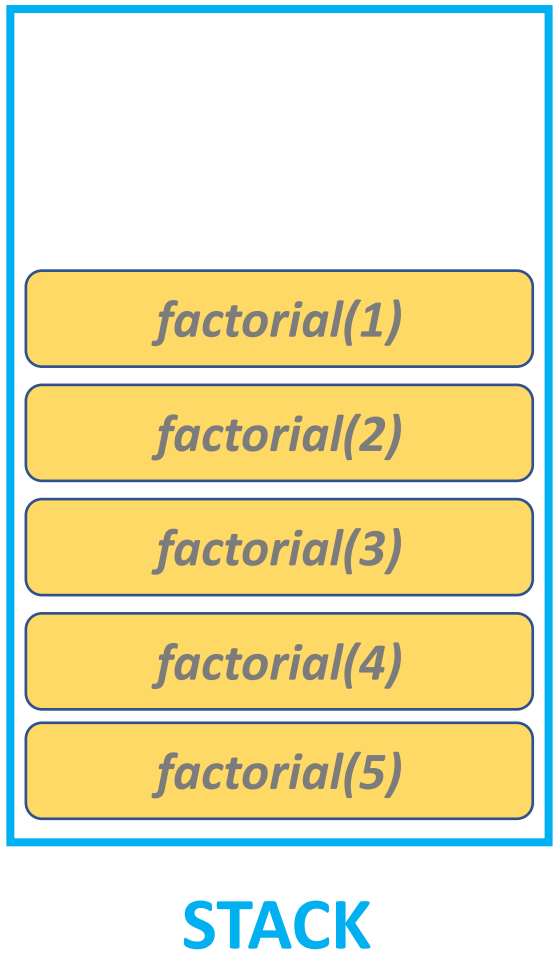

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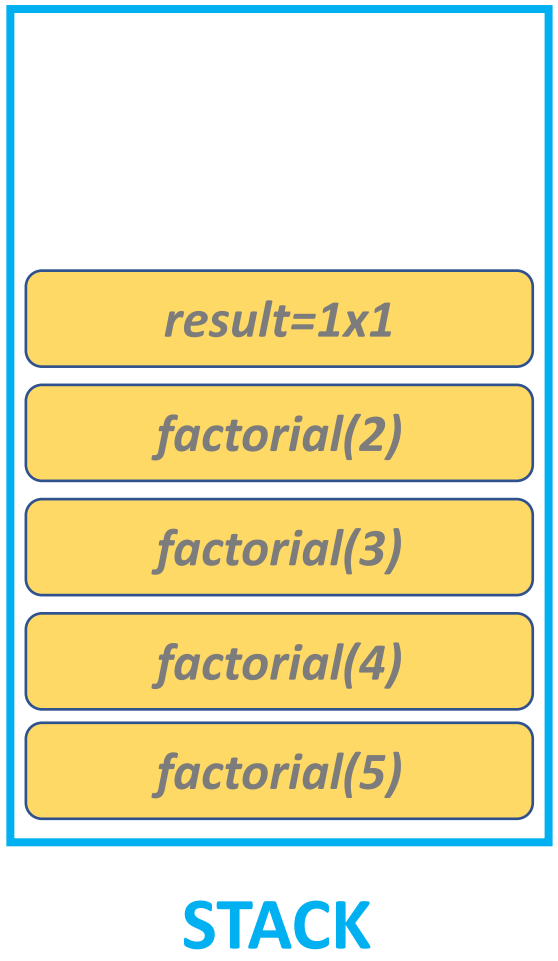

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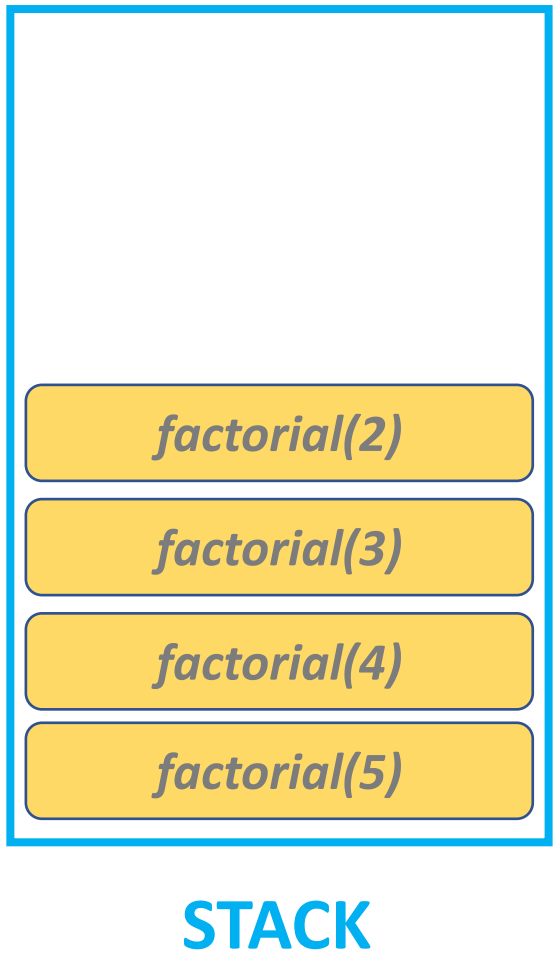

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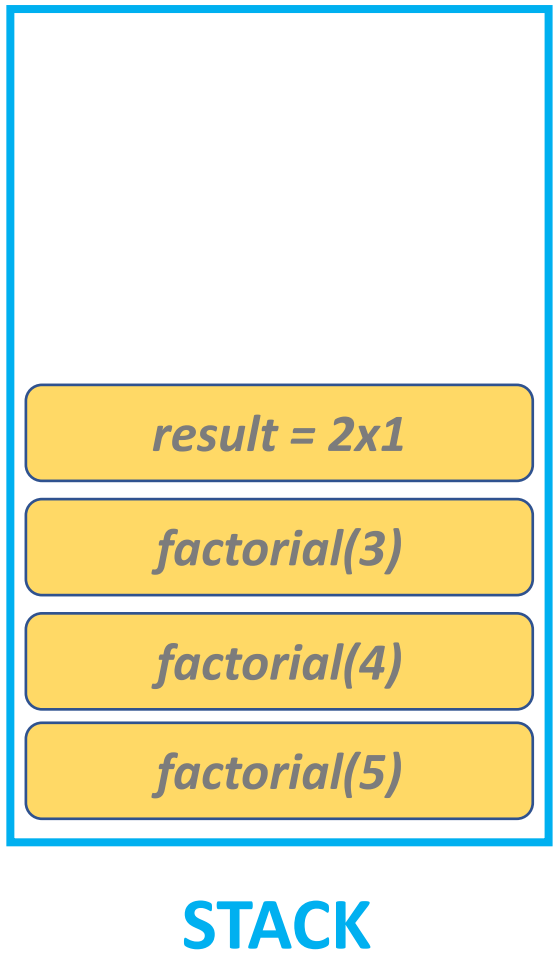

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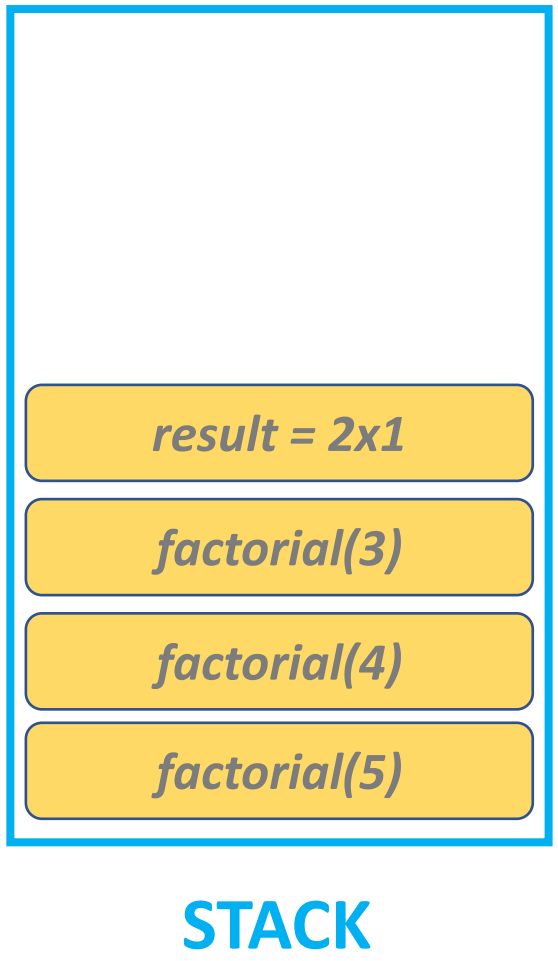

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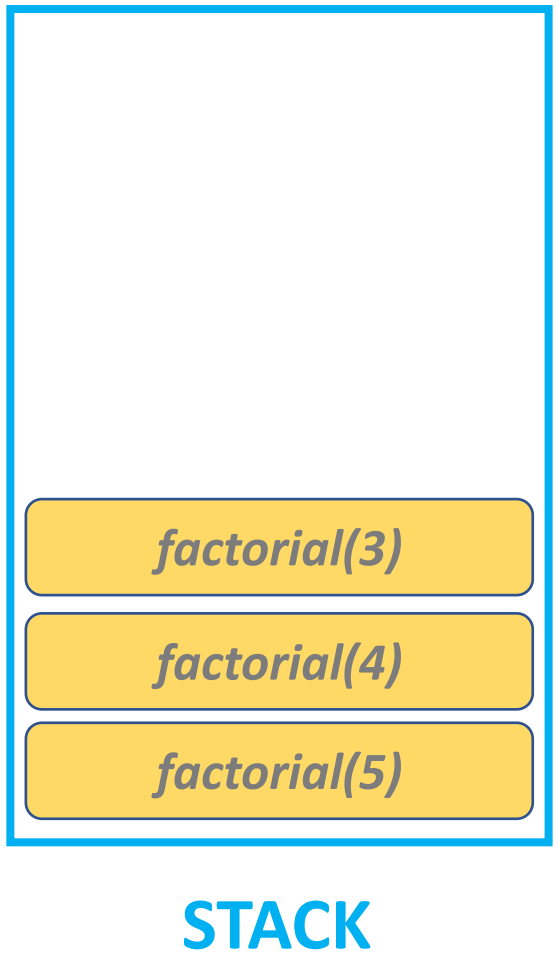

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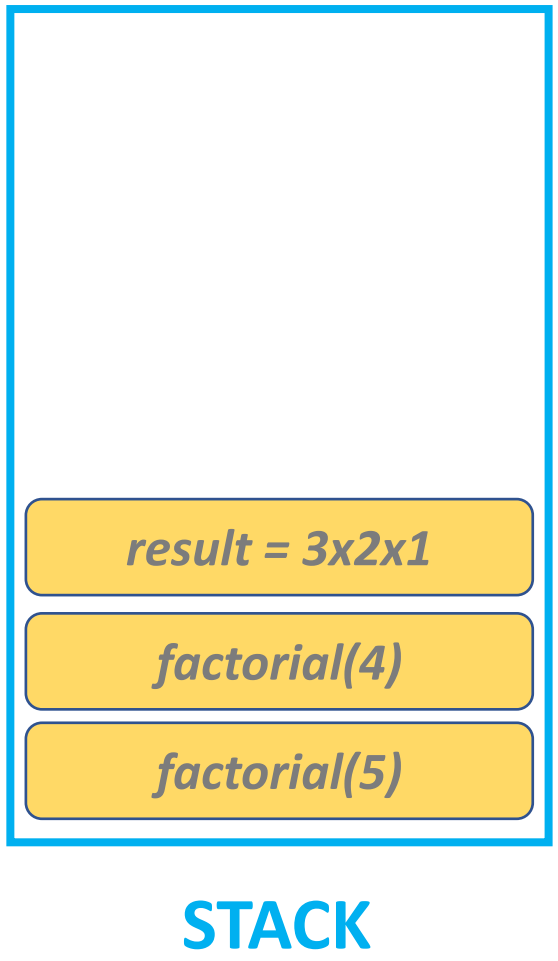

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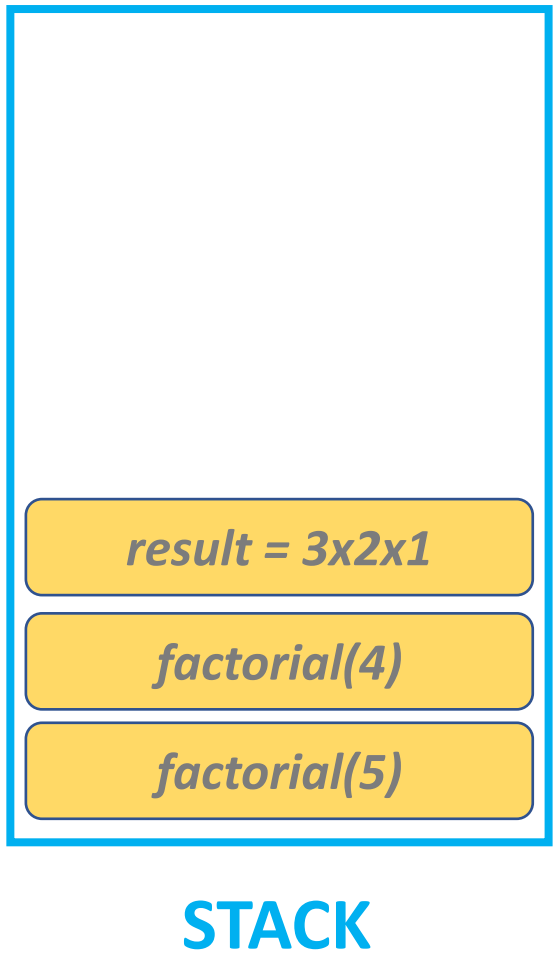

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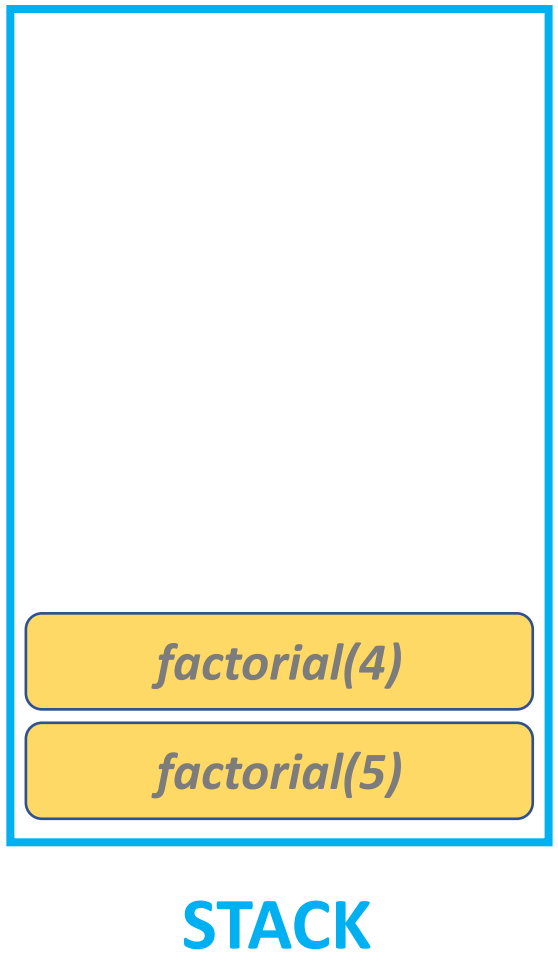

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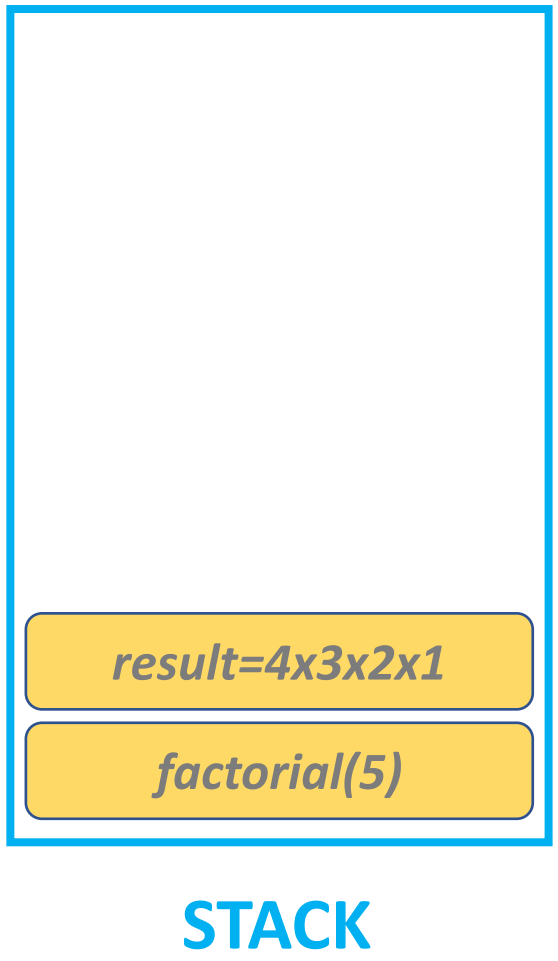

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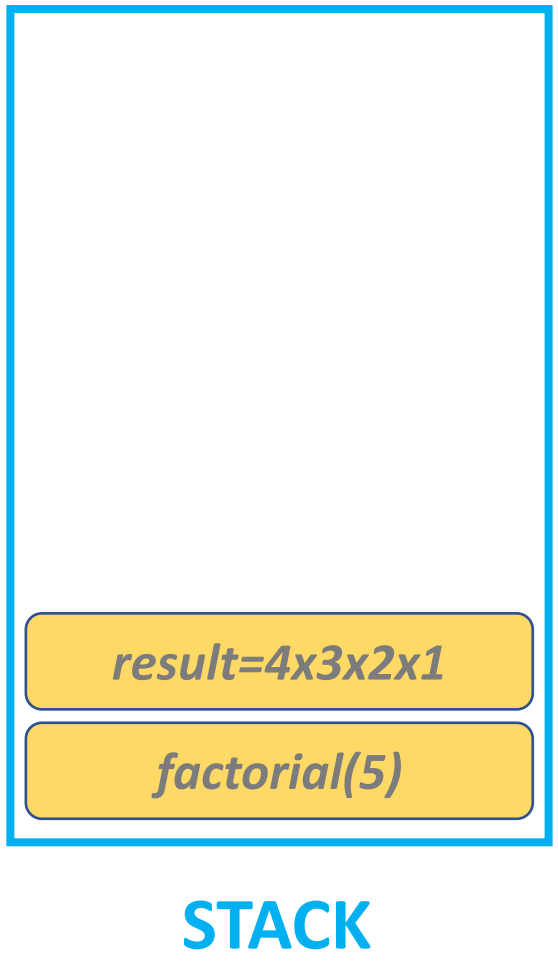

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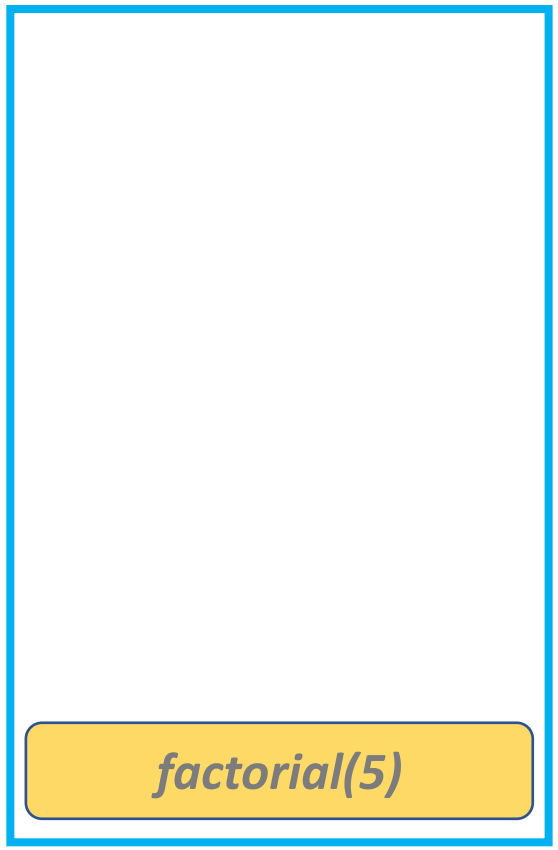

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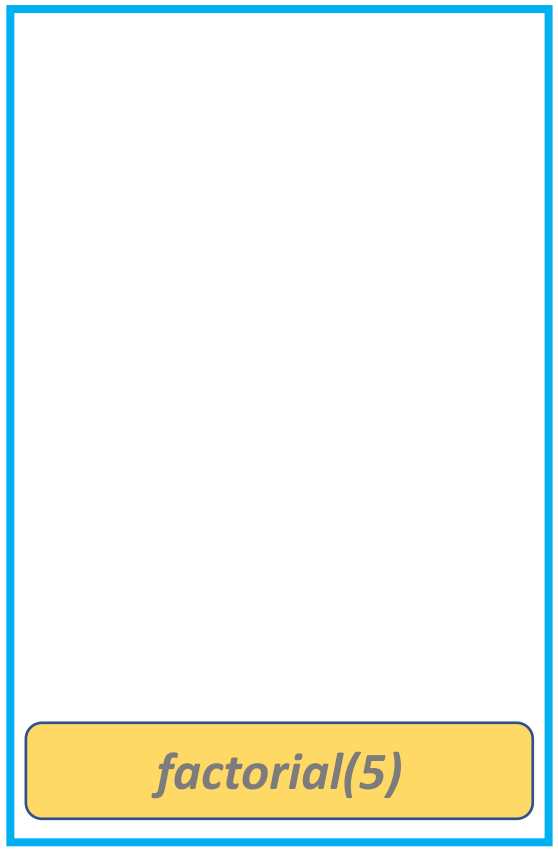

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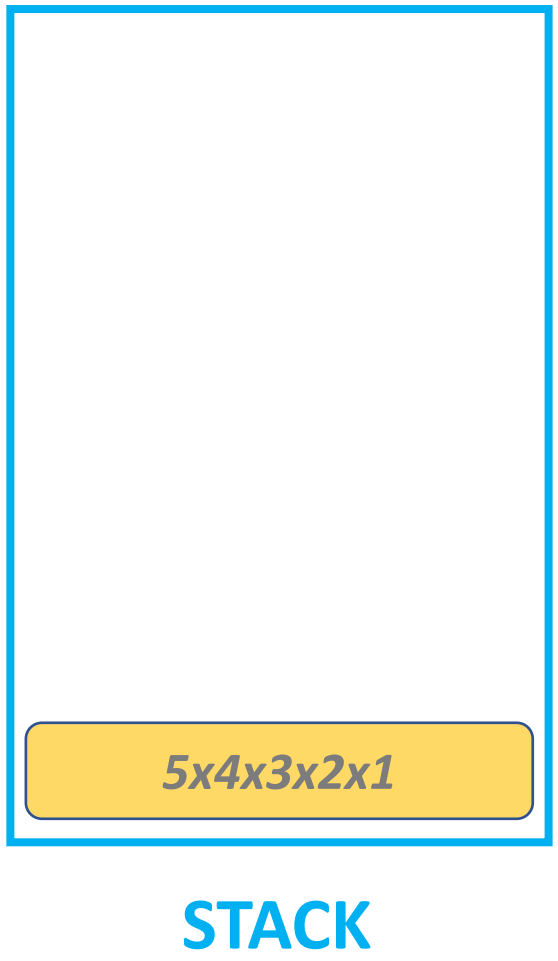

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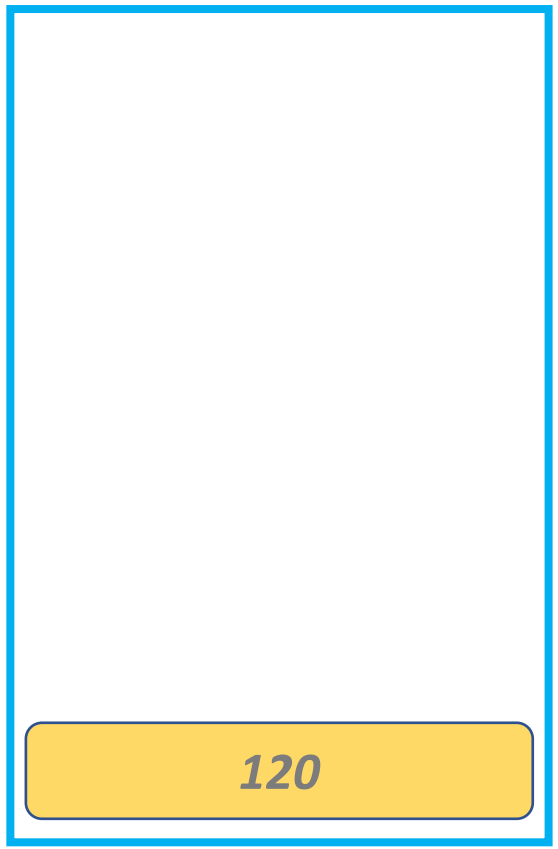

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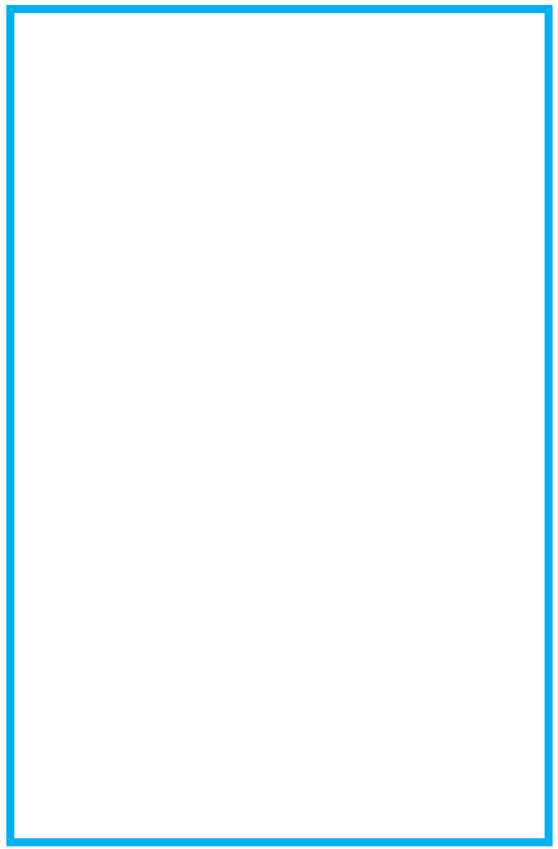

STACK

Search Algorithms
(Linear Search)

Linear Search

- **linear search** (sequential search) is a method for finding an item (element) in an unsorted list
- the algorithm makes **N** comparisons in worst-case
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- not that practical as we can achieve **O(logN)** or even **O(1)** running time with binary search and hash-tables

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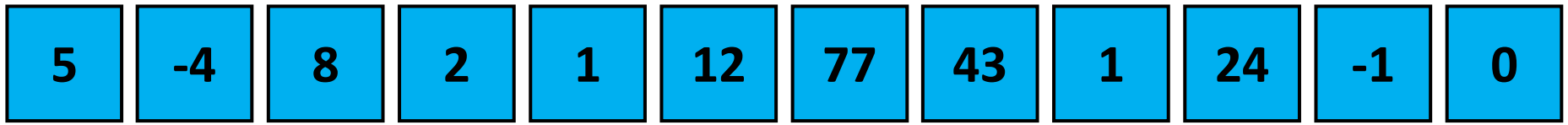

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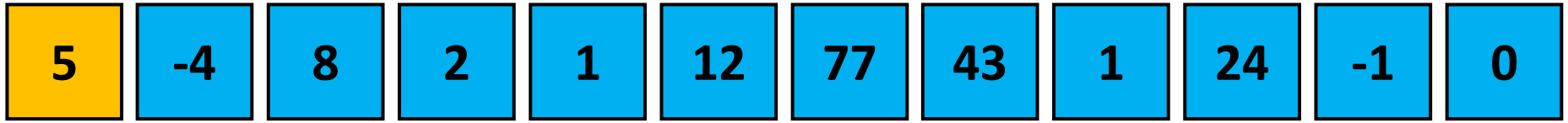

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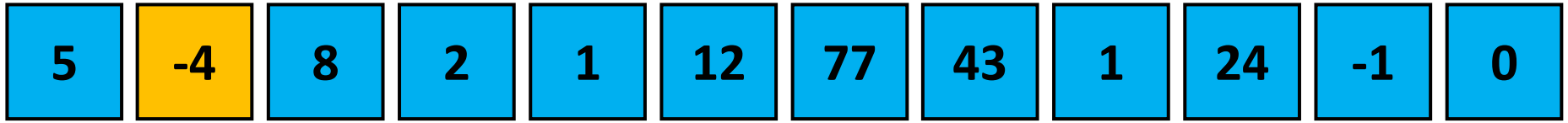

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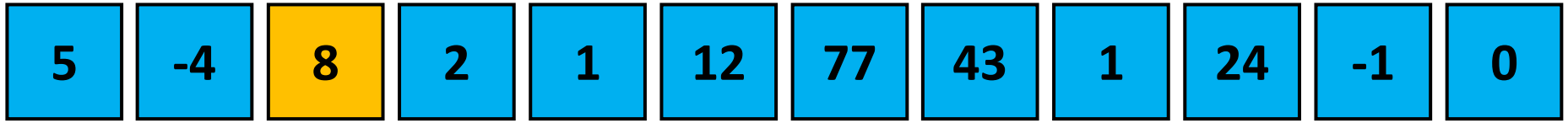

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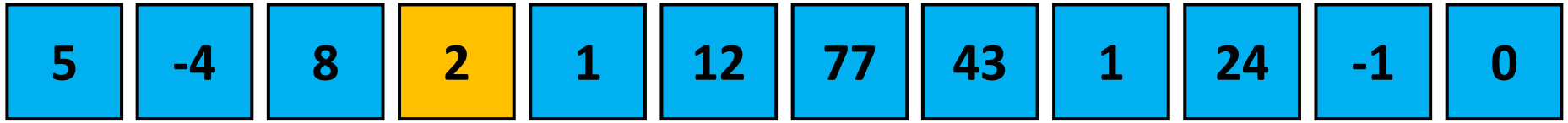

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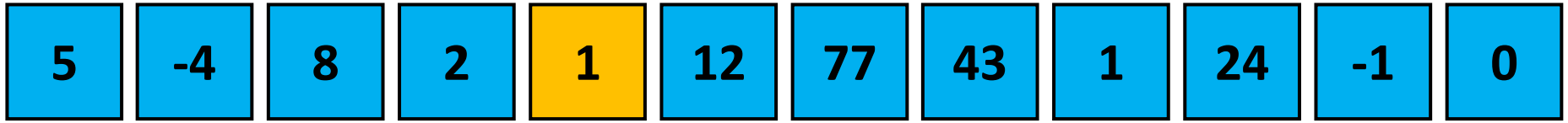

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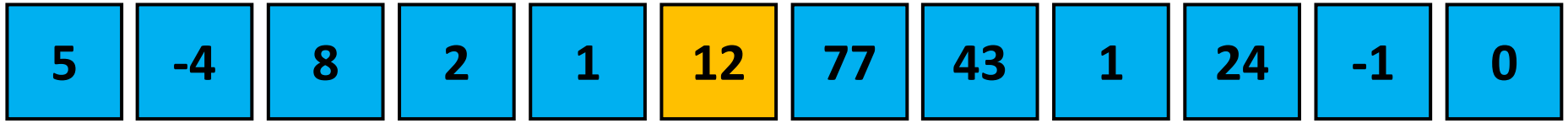

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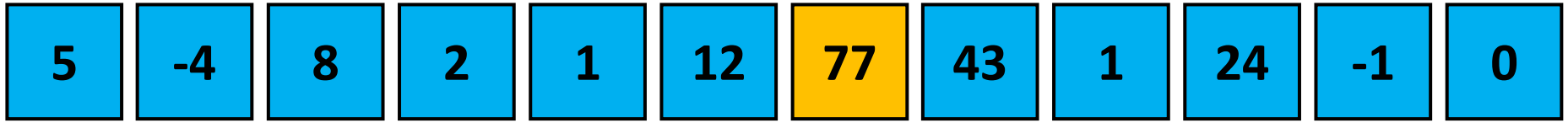

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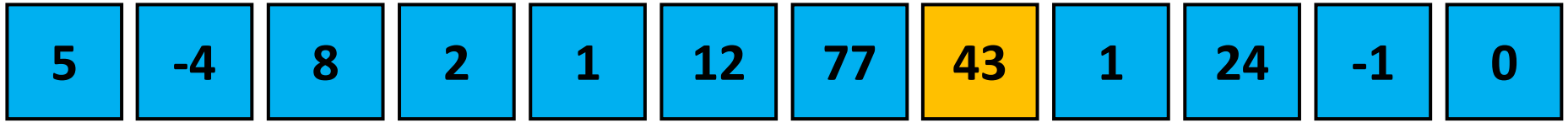

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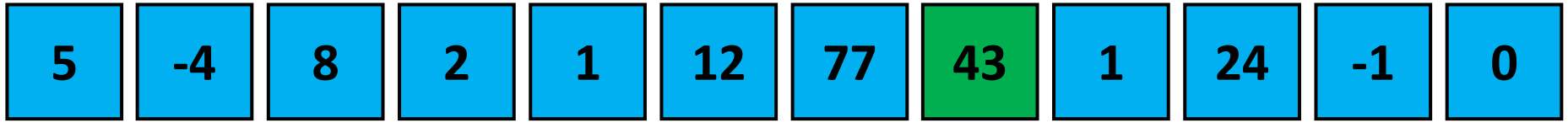

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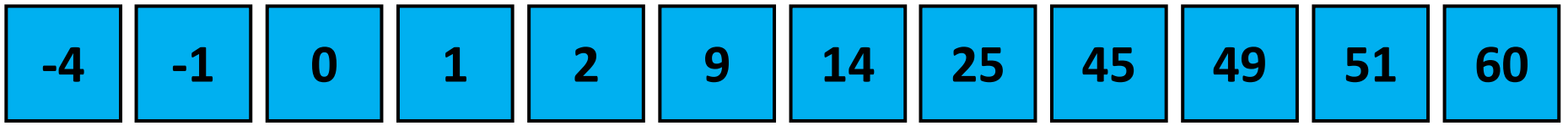

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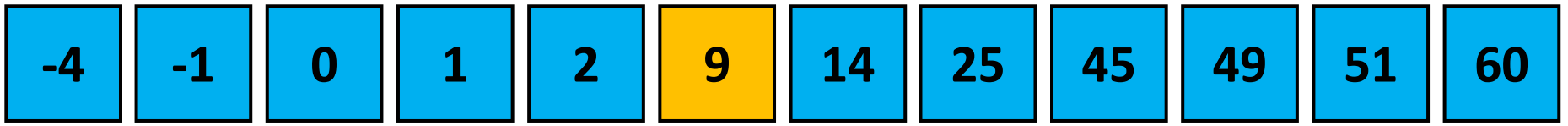

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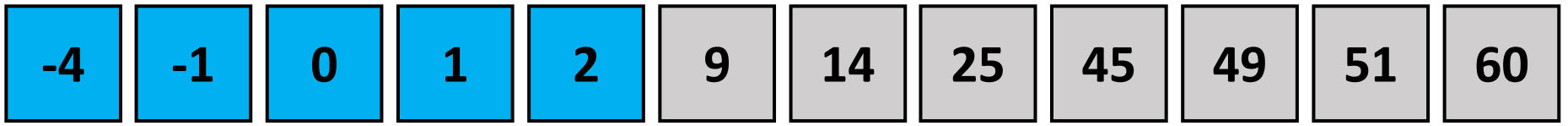

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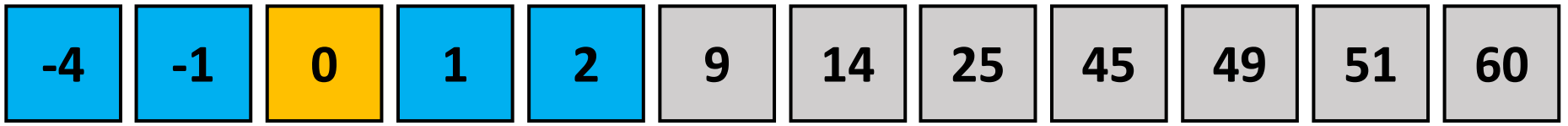

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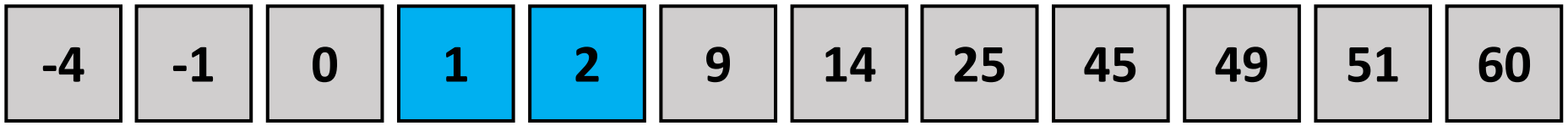

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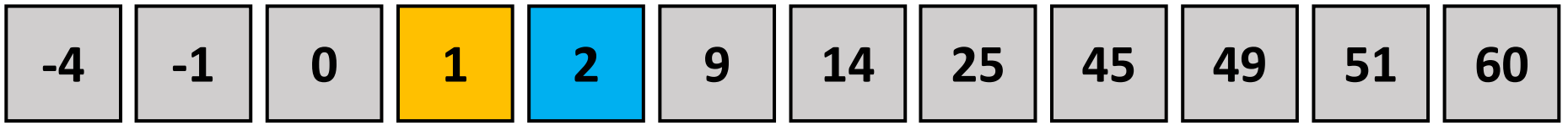

Binary Search

- **binary search** (logarithmic search) is a method for finding the position of an item (element) in a **sorted** list
- the algorithm makes **logN** comparisons in worst-case
- hence the running time complexity is **O(logN)** linear
- it has practical and real-world applications as **O(logN)** running time is quite favorable – it is close to **O(1)** constant running time