- Asymptot 9/22/2011 Announcemer morrond HW due Monday - Next program will be up Saturday

empt, Object bool empty () (onst; Const Object & front () const; Void add Front (const Object de); Void remove Front (); remove Front rate (typenane Object) void Slinkedlist < Object > : remove Fr SNode L'Object > x = \_head > \_next;

template etypename Object > SLinked List() } while (!empty()) { remove From

(2 ctypename ist < Object > 00 void SNode < Object > \* newguy

Algorithm Analysis (Ch.4) to we compare two programs? memory usage - speed - features - benchmarks x - cost

How fast an algorithm runs can be very dependent on variables in that system. - other software on system
- os s
- language - input

Primitive Operations s a way to compare algorithms in a generic way we instead count operations. of 2#5 addition, subtraction, momory access return, mult + div In addition, we (generally) only analyze the worst possible running/time. My guaranteeine a minimum
performance

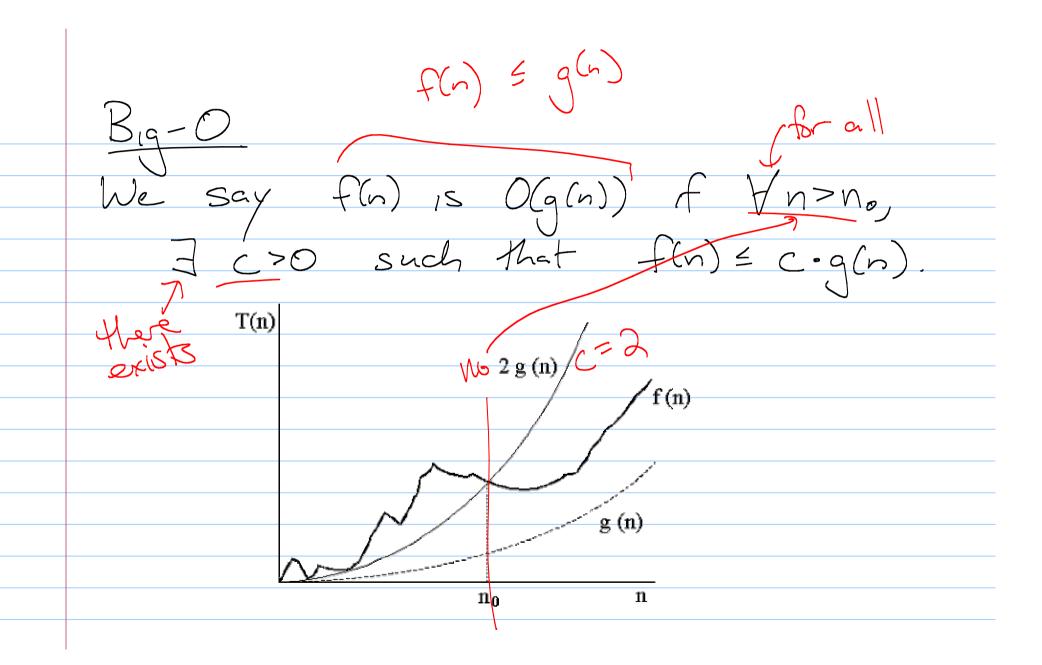
K, so we have the worst case #
of operations - usually a function
of n. of openinorial

of n.

Bray search versus

inear Search

element 4 nlog 2 n opertions 2 nlog 2 n + 1,265 n



5n: 5n is  $0(n^2)$  /C  $4n^2$  |  $5n = (5h^2)$ Ex: 5 n is O(n)  $Ex: 16 n^2 + 52$  is  $O(n^2)$ 16 n2 + 52 4 16 n2 + 52 n2 = (68 n2 anx" + 9n-1x"+ ... + 96 15 0(x"

log2 a + log2 b =/g(ab) log2 x c = clog2 x Functions we will use 4096 (n<sup>3</sup>) - quadratic time O(2n) - exponental