52100 - Vectors 2/15/2016 nhouncemen - HW due Wednesday (in pairs, to me)

HW3 Recep: - be careful of pointers at Jemplates - don't alter your private date! st minimum () const & Strode + temp = head;

Can you return const Object & Can't return variable created in function! le (not Null) s If (minsofer > dete > te minsofer = temp; temp = temp > next; return minsofer > _date;

Last time:

Vector running times:

Linear time: O(n)

(except for Size, enoty + other o(i) - time fems)

But: Is it really that bad?

Consider a Sequence of push-back operations.

Runtime: n push backs, each takes o(n) time

Really Zi=O(n²)

But: When do we actually double? Only take linear time when doubling, a lafter doubling, half empty! Every time we have to rebuild the array we get a bunch of extra spots.

Need to formalize this idea:

amort zation: finding average running time per operation over a long series of operation

Claim: The total time to perform a series of n push-back operations into an initially empty vector is O(n). Proof. Think of a bank account.

Each constant time operation

costs \$1 to run. So each non-overflow push costs \$1. Overflow inserte? 1 + 5v

Key idea: overcharge the non-overflow pushes

Analysis: array has 2° elements'

* needs to be doubled -Last double had. 2'-1 so a 2'+1
total of 2'-1 new things have
been inserted since then h gave (\$3) & cost \$1 in Lank to cover doubling. Vector class: What's left: House ceeping