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1 | S&T Complexity

A fine programmer would use the most efficient method to find a solution. In that case, a complexity of an algorithm would need to be minimalized. Complexity in a algorithm is divided into two,

- a. **Space**, It observe how much memory would it need to process a certain algorithm
- **b.** And, Time. Distinguish how long would it need to run a certain algorithm.

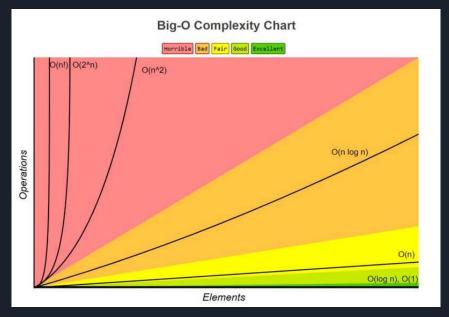


Since the topic is heading to the **big O notation**, time complexity is the running point and an analysis occurs.

A certain simple way to know how long would it need to run an algorithm. That is the method of **Time complexity analysis**, also known as the **big O notation**.

3 | Big O Notation

In computer science, **big O notation** is used to classify algorithms according to how their run time or space requirements grow as the input size grows.





4 | Types of Big O

01	Constant time, probably at your best that you	
	can create an algorithm in a form of $O(1)$.	

O2 O(log n) or Logarithmic Time, a good complexity for sorting algorithms.

O(n) or Linear Time, a fair complexity with running time increases at most linearly with the size of the input.

O(n²) or Quadratic time, a somewhat horrible complexity. This can happen when we run a linear function inside a linear function (n*n).

O(2^n) or Exponential time, where we don't know the problem at hand, thus it's to try every combination and permutation of all possibilities.

O(n!) or factorial time. To sum it up, it helps us identify the worst-case scenario for our algorithms, O(n!) clearly is the worst of the worst.

Thank you for listening!

