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(1-) a) 
$$\lim_{n\to\infty} \left(\frac{nz+2n}{n^2+2}\right) = \lim_{n\to\infty} \left(\frac{n^2}{n^3+2}\right) = \lim_{n\to\infty} \left(\frac{1}{n}\right) = 0$$

b) 
$$\lim_{n\to\infty} \left( \frac{12n + \log_2 n^2}{n^2 + \log_2 n} \right) = \lim_{n\to\infty} \left( \frac{12 + 2 \cdot n \ln_2}{2n + 6} \right)^{2n} = 0$$
  $\frac{1}{2} \cdot \frac{1}{2} \cdot \frac{1}$ 

c) 
$$\lim_{n\to\infty} \left( \frac{n \cdot \log_2 3n}{n + \log_2 (5n^2)} \right) \stackrel{!!!!}{=} \left( \frac{\log_2 3n + (n \cdot + \log_2 (5n^2))}{n + \log_2 (5n^2)} \right) = \infty$$
  $\int_{-\infty}^{\infty} d(n) = \Omega L(g(n))$ 

d) 
$$\lim_{n\to\infty} \left(\frac{n^{n}+5n}{3\cdot 2n}\right) = \lim_{n\to\infty} \left(\frac{n \cdot n^{n-1}+5}{3\cdot n \cdot 2^{n-1}}\right) = \lim_{n\to\infty} \left(\frac{n \cdot (n+1) \cdot n^{n-1}}{3\cdot 3 \cdot (n+1) \cdot 2^{n-2}}\right) = \infty$$

$$f(n) = \Omega(g(n))$$

e) 
$$lm\left(\frac{312n}{5n}\right) = \frac{312}{5} lm\left(\frac{312n}{5n}\right) = lm\left(\frac{1}{512}\right) = 0$$
  $f(n) = 0$   $(5(n))$ 

2-) a) O(n)! nis length of names

- b) O(n2): n is length of my Array, it becomes rested loop
- c) It is infinite top so we can't calculate thre complexity.
- d) If we assure that all the numbers are smaller than 4, then it will bop until it gives a boundary erner. In that case, complexity will be O(n) in the worst -case

3-) first one is going to be "1+1+1+...+n". So it's complexity is O(n).

Second one is also going to O(n) because my Array legth will be 1.

So, both of them has some complexity which is O(n).

But, second one is more advantageous than first one because of recolability, unitability, maintability and flexibility.

For readabilty and write bilty, while second one has only 2 line for looping, first are has a line for same job. So, it cake even 1000 or 3000 live while second one is still 2 line. So for bop is more advantageous in readabilty and windo bilty.

For maintability and flexibility, in for loop, whe can charge the number of print with just changing "i < my Array, length" part, But for the first one we have to add as delete every time until reach the wanted valve. So, for loop is also were advantageous in maintability and flexibility.

- (1-) NO, re can't solve it in constant time.
  - Let's spilit the problem into 2 parts: finding the number, cannot finding the number 1-) Carinot finding! If the specific number is not inside the array, the complexity would be O(n) in any case. Recause it will go through every elevents in array.
    - 2.) Finding! If we find the specific number in any place which we don't know, the big-O complexity still would be O(n). Let's say we found the number on 3rd index, so me so through in array 3 times. Or, we found it an 1st index and the complexity would be O(1). But, we found it an 1st index and the pumber place also the array size, it's because of we don't know the number place also the array size, it's impossible to say exact number to find the number. Eventually, we would sum up all the probability for all indexes. So, the complexity would be O(n) again in west-case.

As a result, we cannot find a specific number in an unknown array in constant time.

5-) In my algorithm there will be 2100p soperately. In first loop, it is going to smallest and the largest value. Let's call them min A and mar A. In the second loop, we are going to make thing for array B. Let's call them min B and max B.

Then we will multiply all of them with each other, so there will be a values. The reason why I didn't calculate gust only minimum values is, there will be regarithe rathers. So their product will be positive and maybe the product is not going to smallest because of this.

At the end we will compare these herales with it tilse blocks and find the smallest product.

So, the first fer loops complexity is O(n). And second ones is O(m). Other if-else lines just single lines so they wen't effect the Brg-O notation. When we sum, the complexity will be O(n+m), we can't ome of them because we don't know the size of arrays. Here it will be "linear time algorithm" with O(n+m).

## Pseudo - code !

min A = A E = 3 // a o

max A = A E = 3 // a o

max B = B E = 3 // b o

max B = B E = 3 // b o

der i = 1 to (n - 1)

if A E i J < min A = A E i J

if A E i J > max A

max A = A E i J

der j = 1 to (m - 1)

der j = 1 to (m - 1)

if BCjZ <mnB

if BEj]) max 13

nnis = BijJ

max B = B [j]

Vald = min A, min B

Val2 = min A, min B

Val3 = max A, min B

Val4 = max A, max B

Min = val1

H val2 < min

min = val2

H val3 < min

min = val4

print (min)

Continue of 5th question

Just in case, there is an another solution for this problem which is using welted loop and multiply mardle of the rested loop. But rosted loops complexity would be O(nxm). So it wouldn't be linear time algorithm.