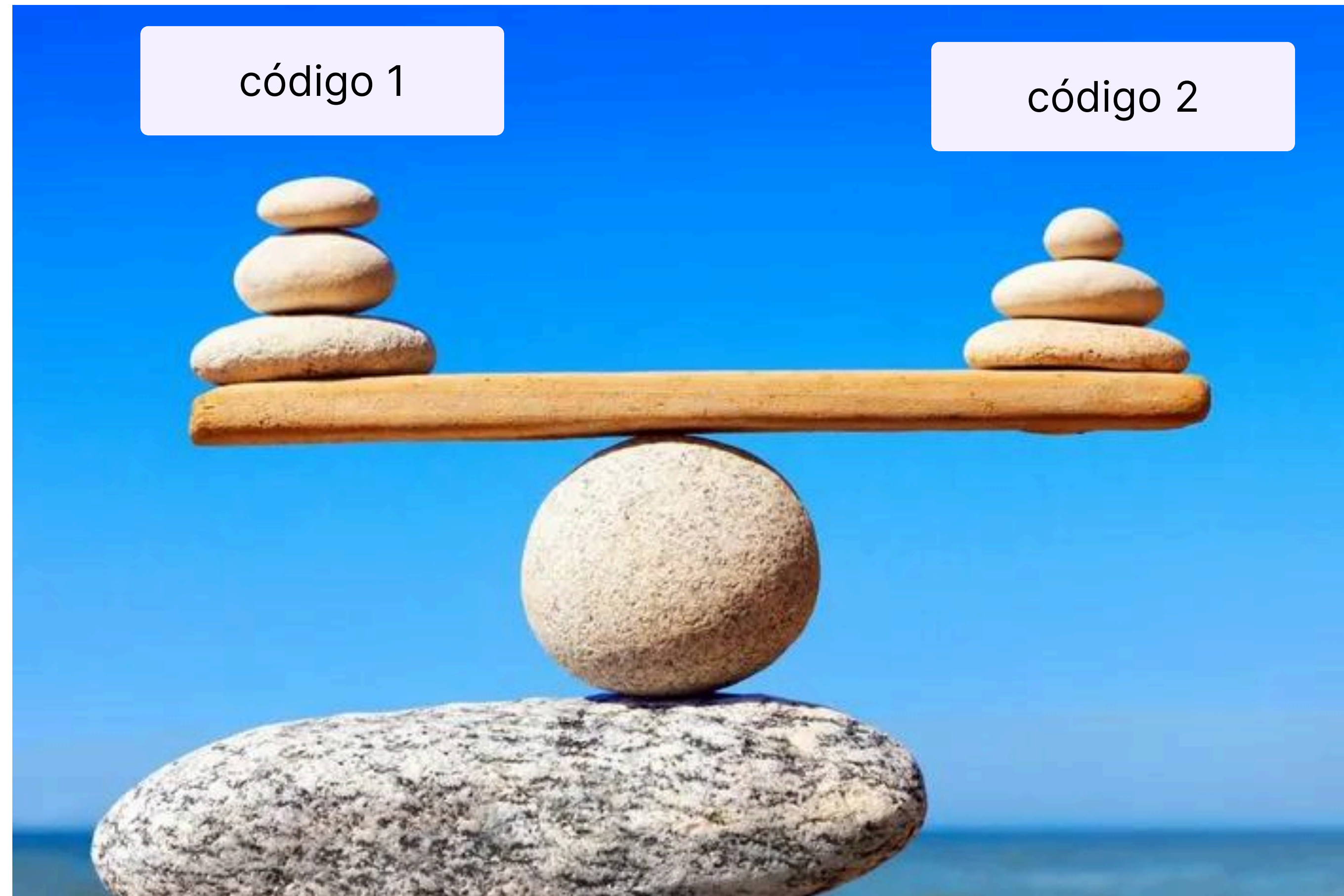
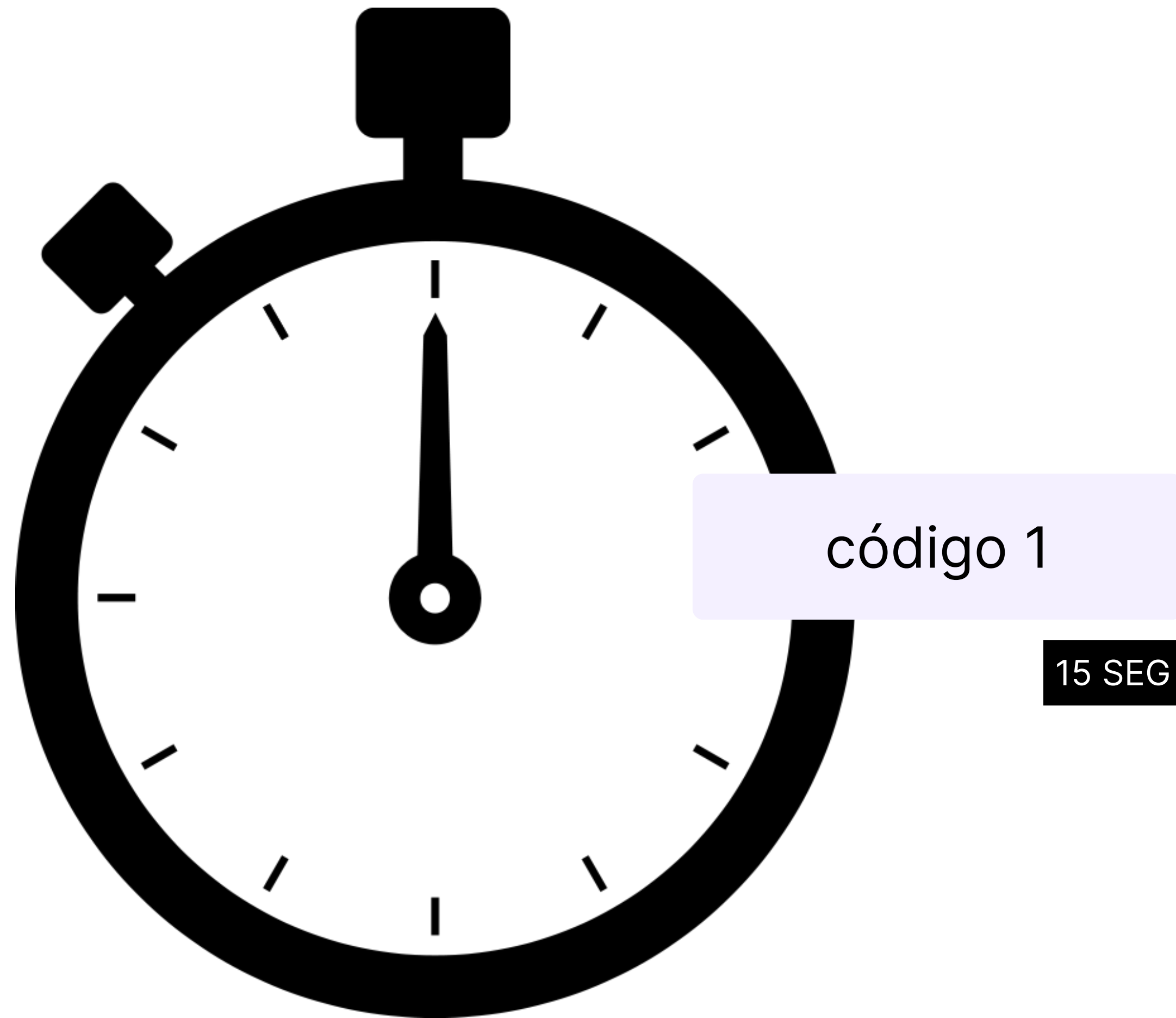


BIG O NOTATION

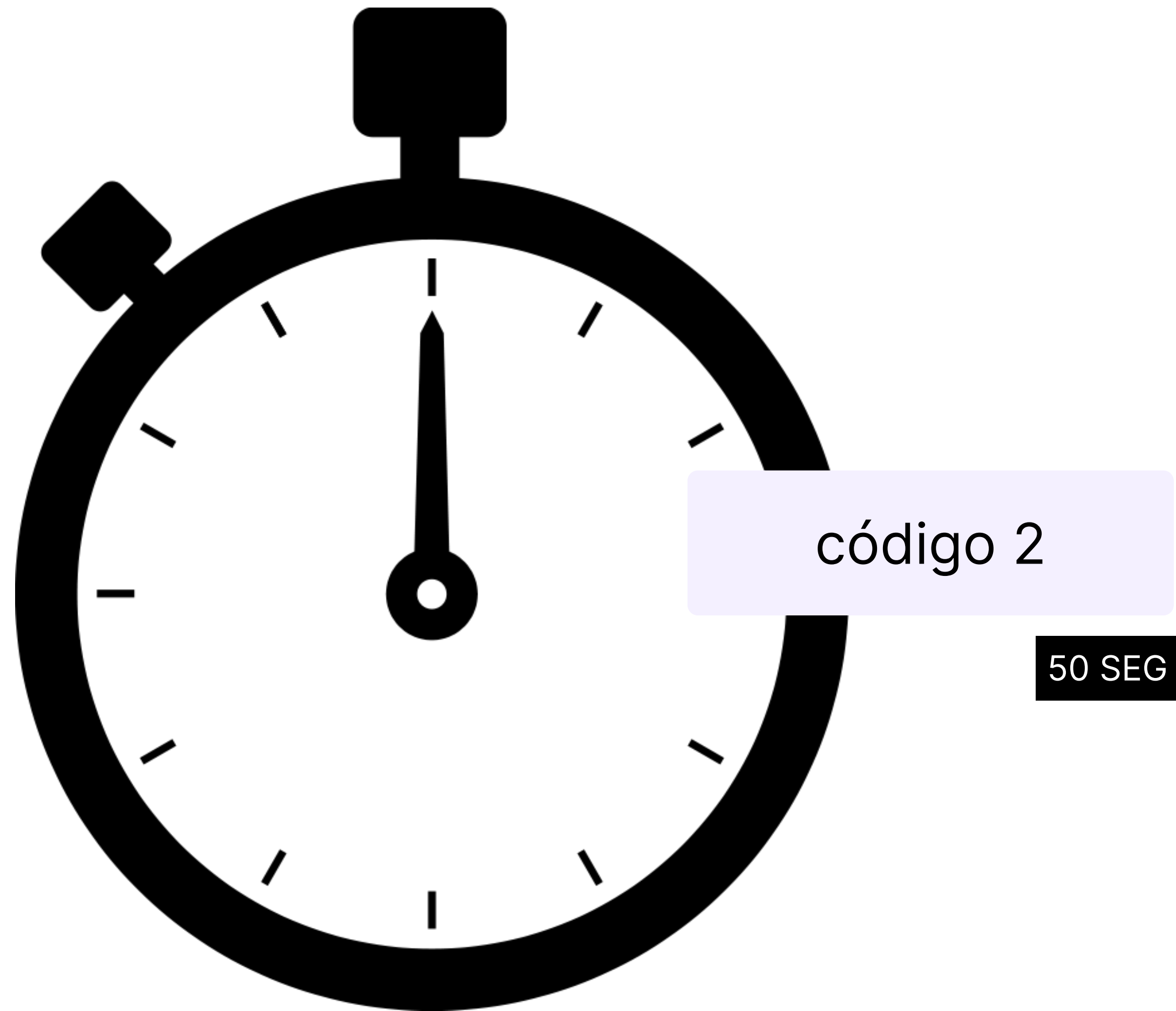


BIG O NOTATION

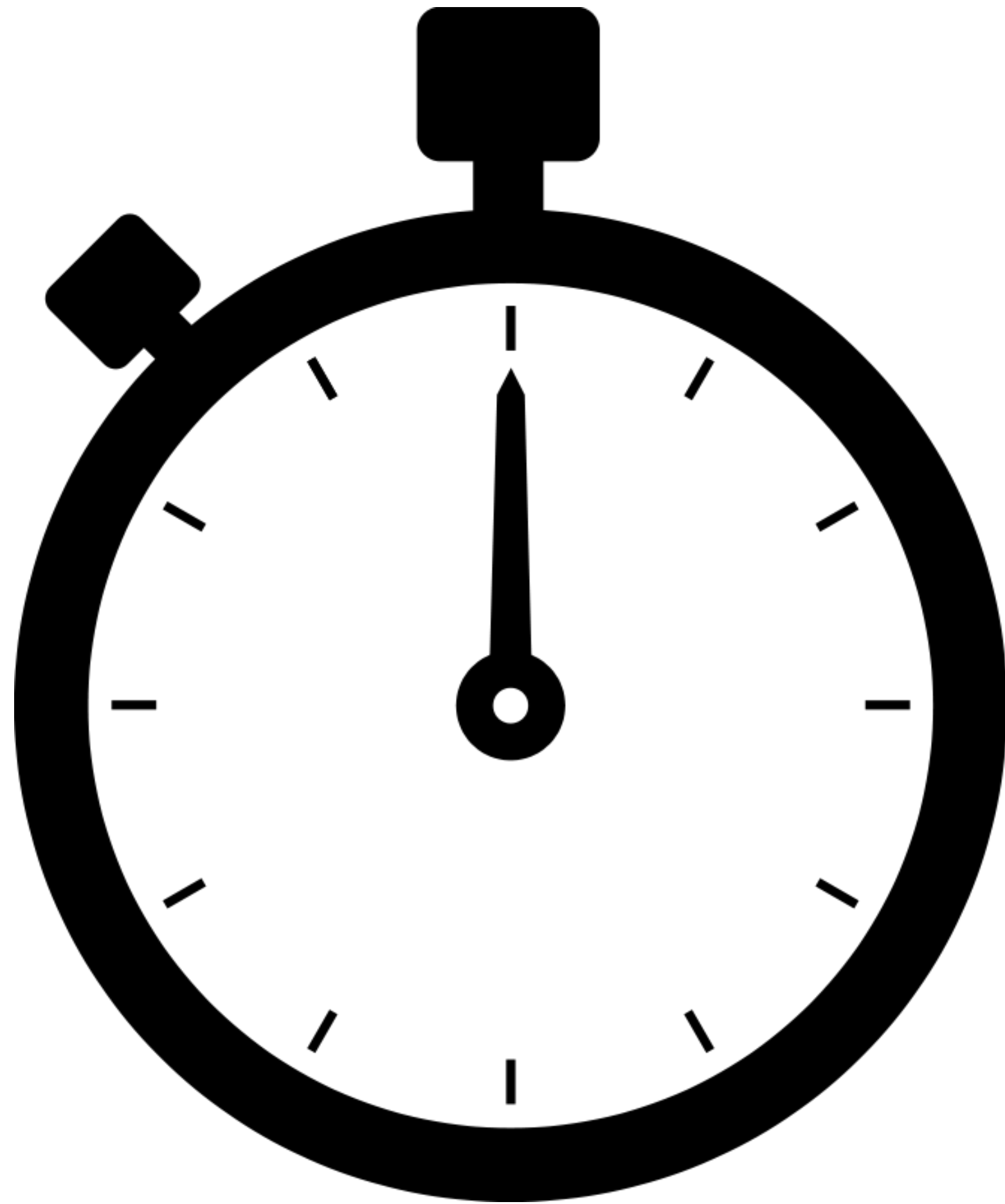


código 2

BIG O NOTATION

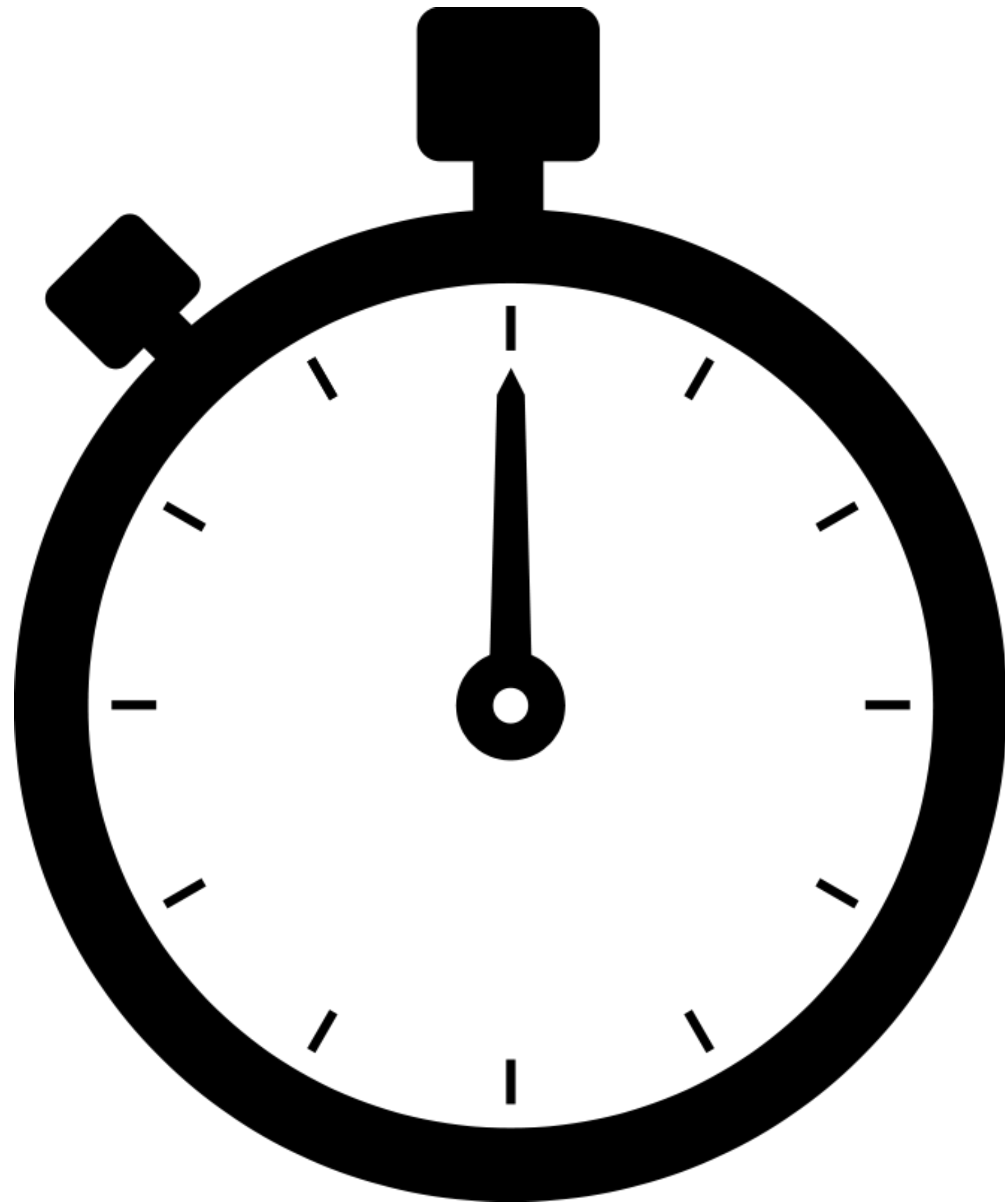


BIG O NOTATION



**EFICIENCIA
DE TIEMPO**

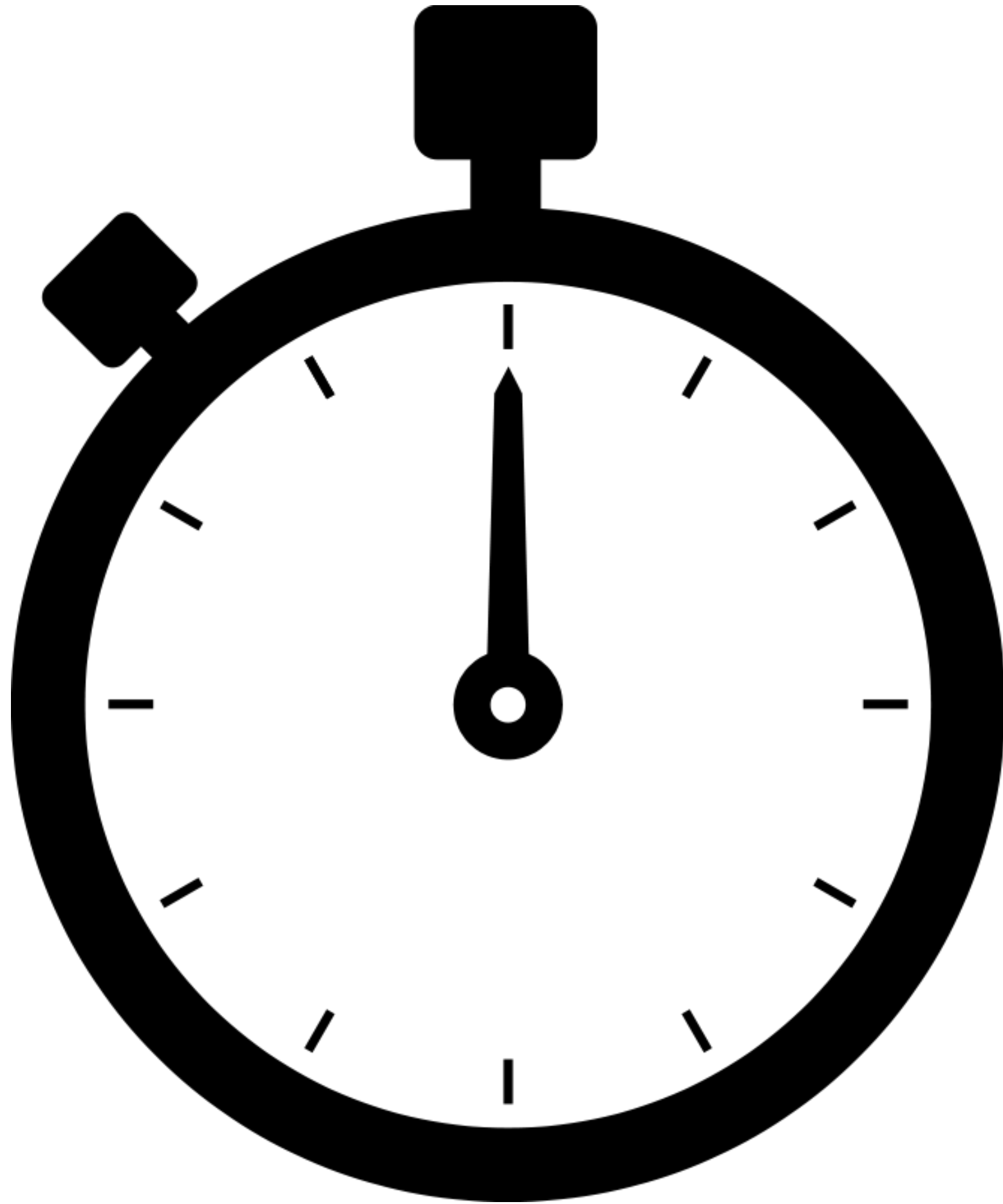
BIG O NOTATION



**EFICIENCIA
DE TIEMPO**

COMPLEJIDAD
DE TIEMPO

BIG O NOTATION



COMPLEJIDAD
DE TIEMPO

COMPLEJIDAD
DE ESPACIO

BIG O NOTATION

Ω

Θ

O

BIG O NOTATION



BIG O NOTATION



Ω

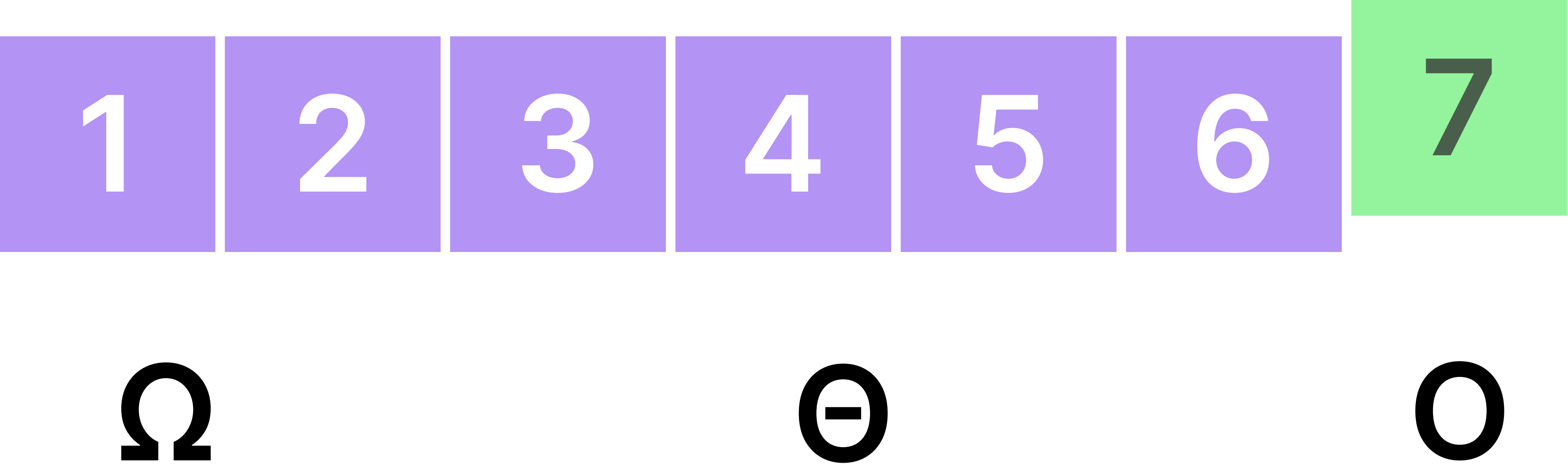
BIG O NOTATION



Ω

Θ

BIG O NOTATION

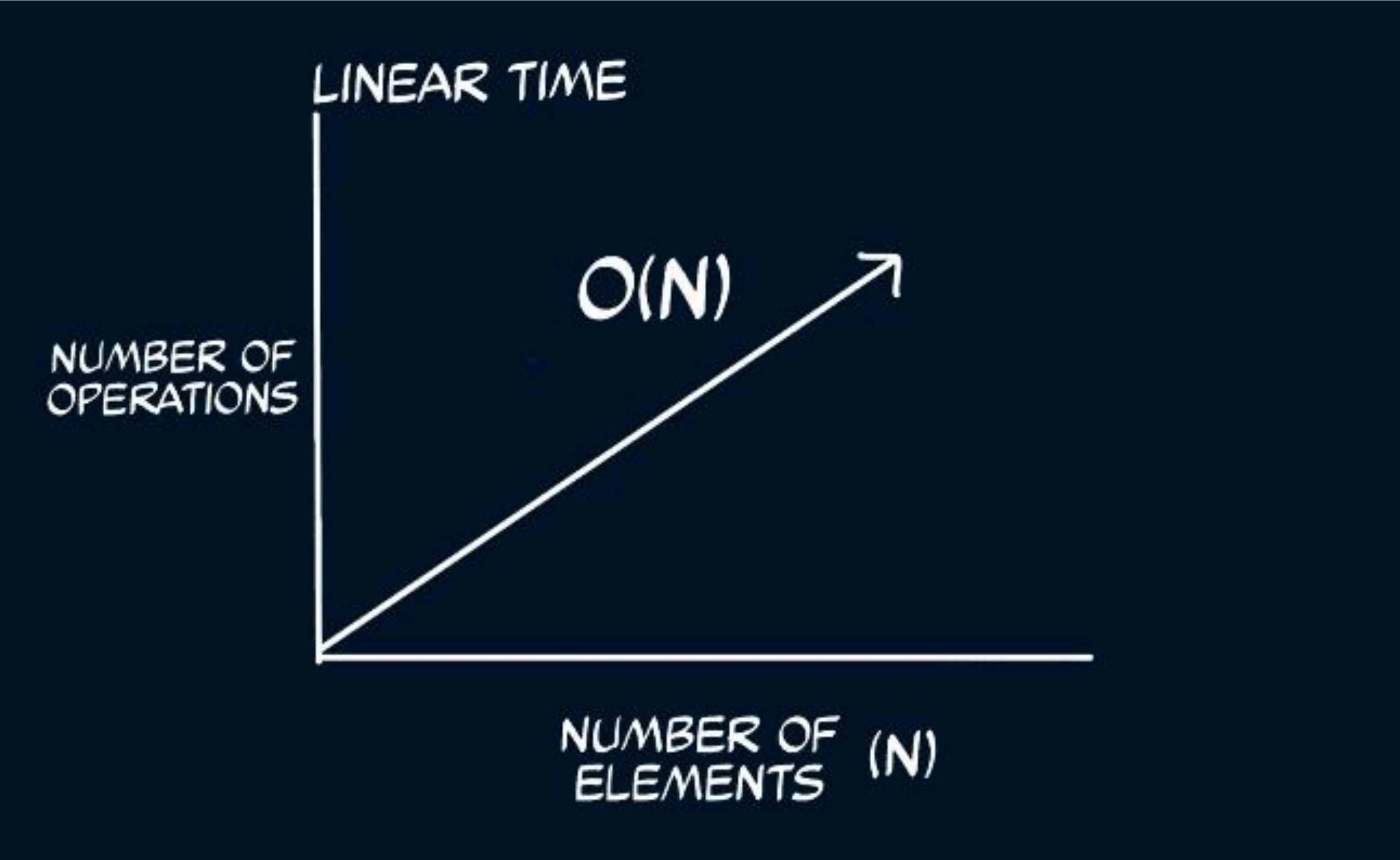


BIG O NOTATION

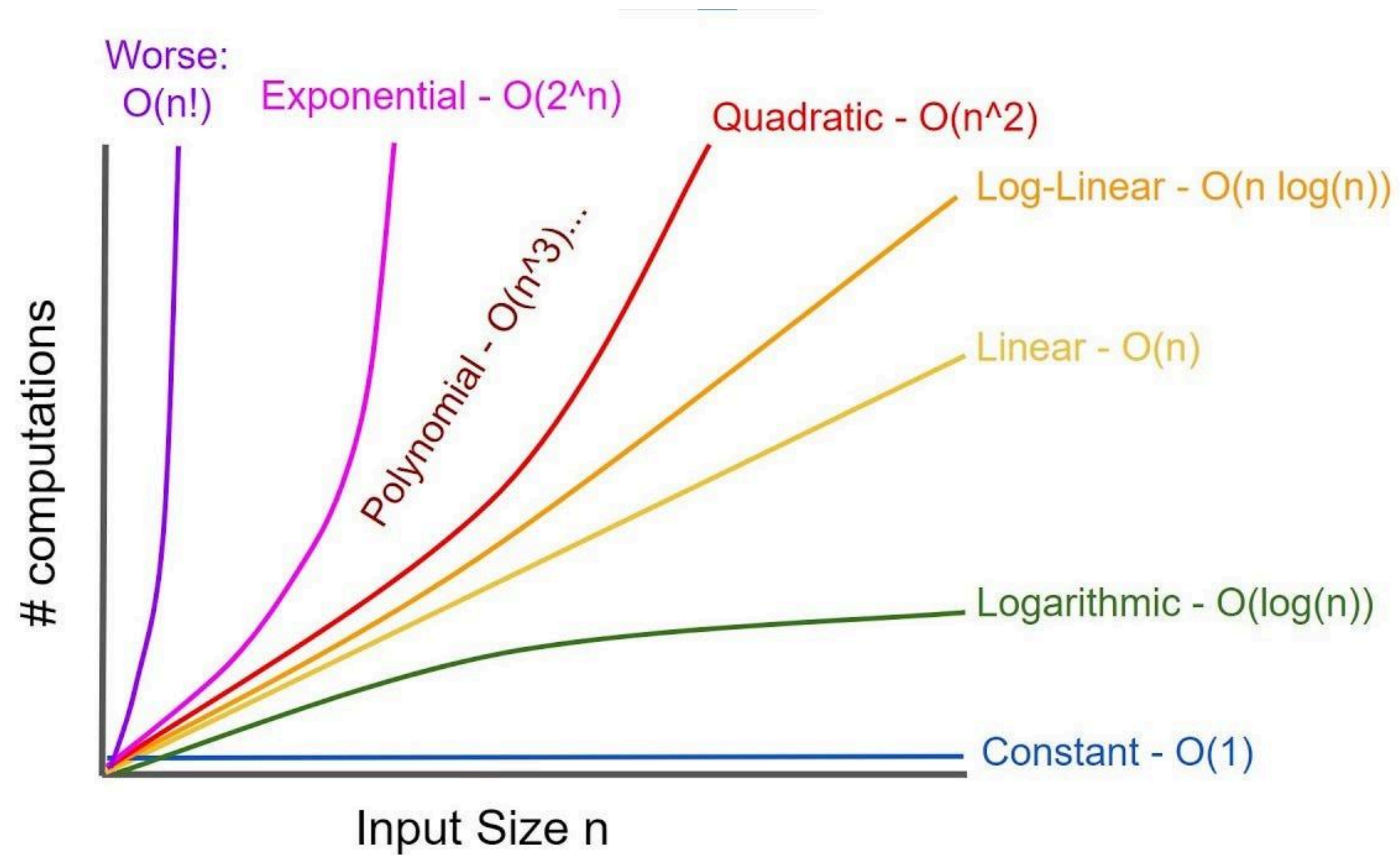
$O(n)$

→ Cuántas veces se ha ejecutado la operación.

BIG O NOTATION



BIG O NOTATION



POINTERS

```
let num1 = 5
```

```
let num2 =
```

POINTERS

```
let num1 = 5
```

```
let num2 = num1
```


POINTERS

```
let num1 = 5
```

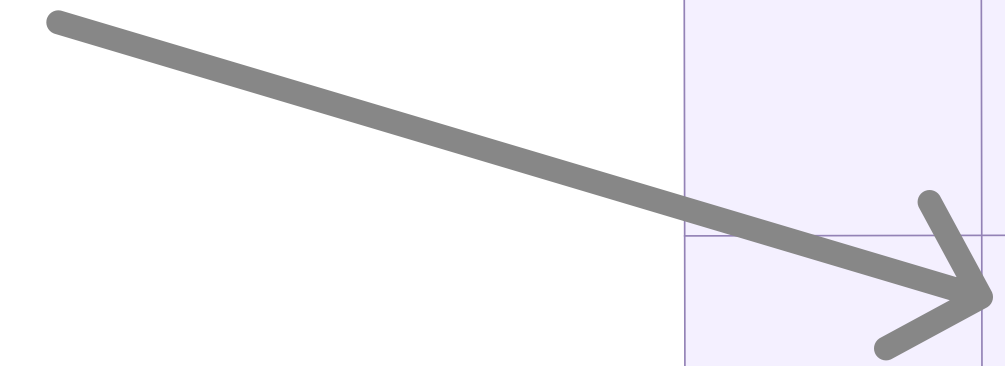
```
let num2 = num1
```

POINTERS

```
let num1 = 5
```

```
let num2 = num1
```

num1



5

POINTERS

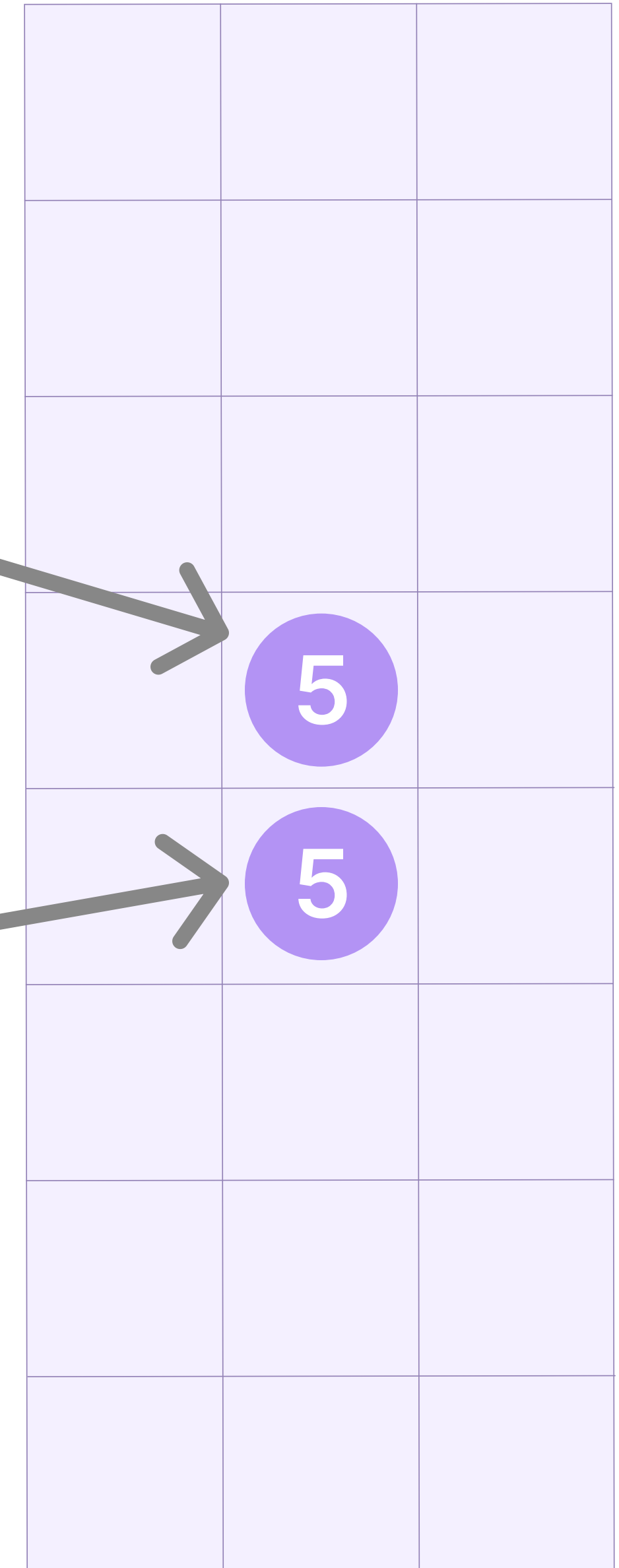
```
let num1 = 5
```

```
let num2 = num1
```

```
num1 = 10
```

num1

num2



POINTERS

```
let num1 = 5
```

```
let num2 = num1
```

```
num1 = 10
```

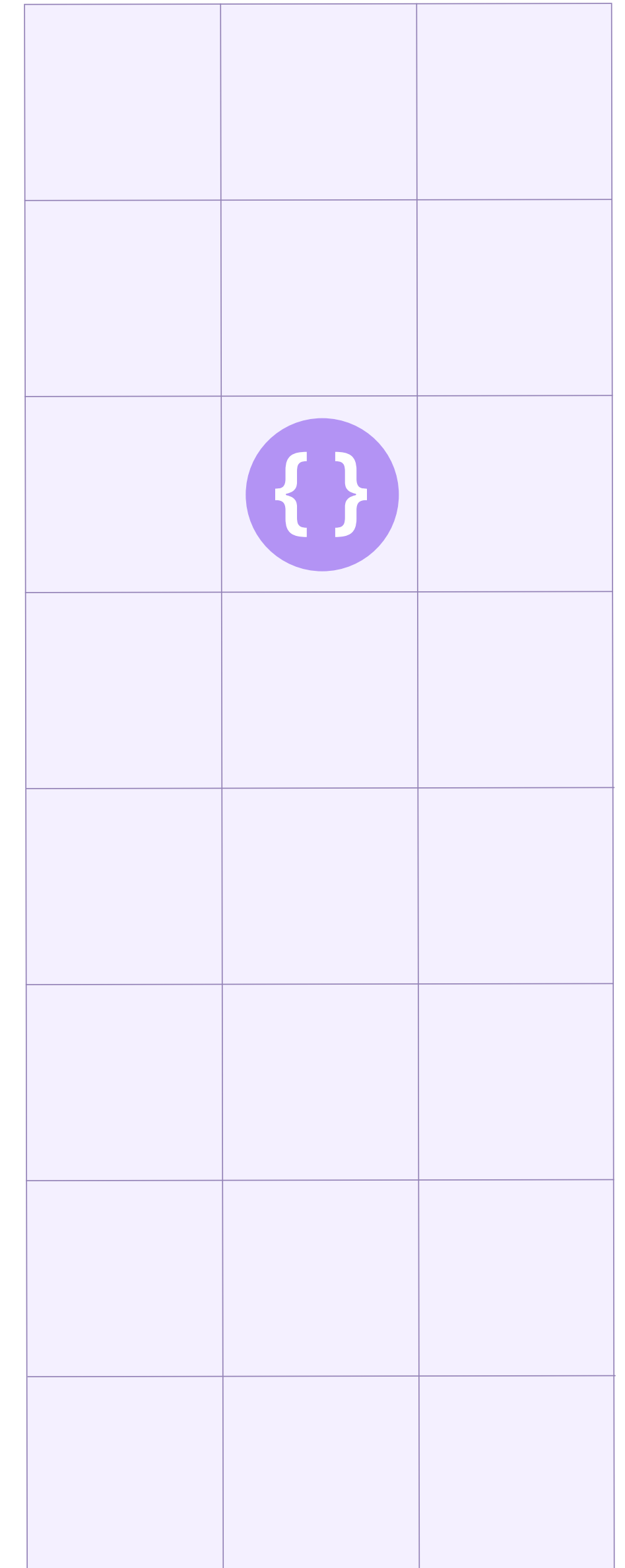
num1

num2



POINTERS

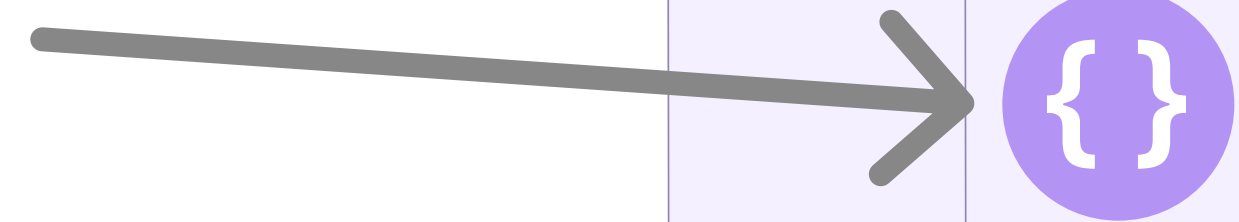
```
let obj1 = {  
  value: 11  
}
```



POINTERS

```
let obj1 = {  
  value: 11  
}
```

obj1

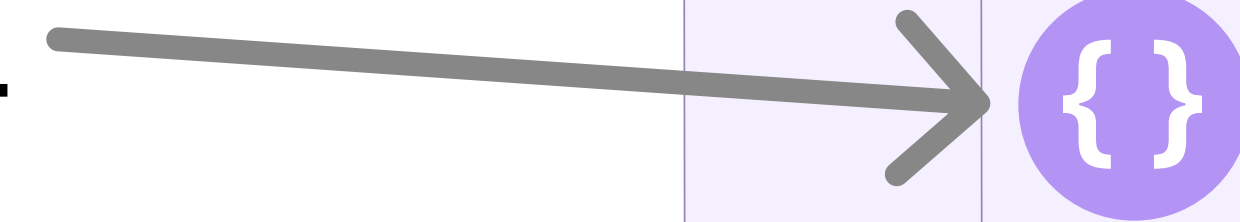


POINTERS

```
let obj1 = {  
  value: 11  
}
```

```
let obj2 = obj1
```

obj1



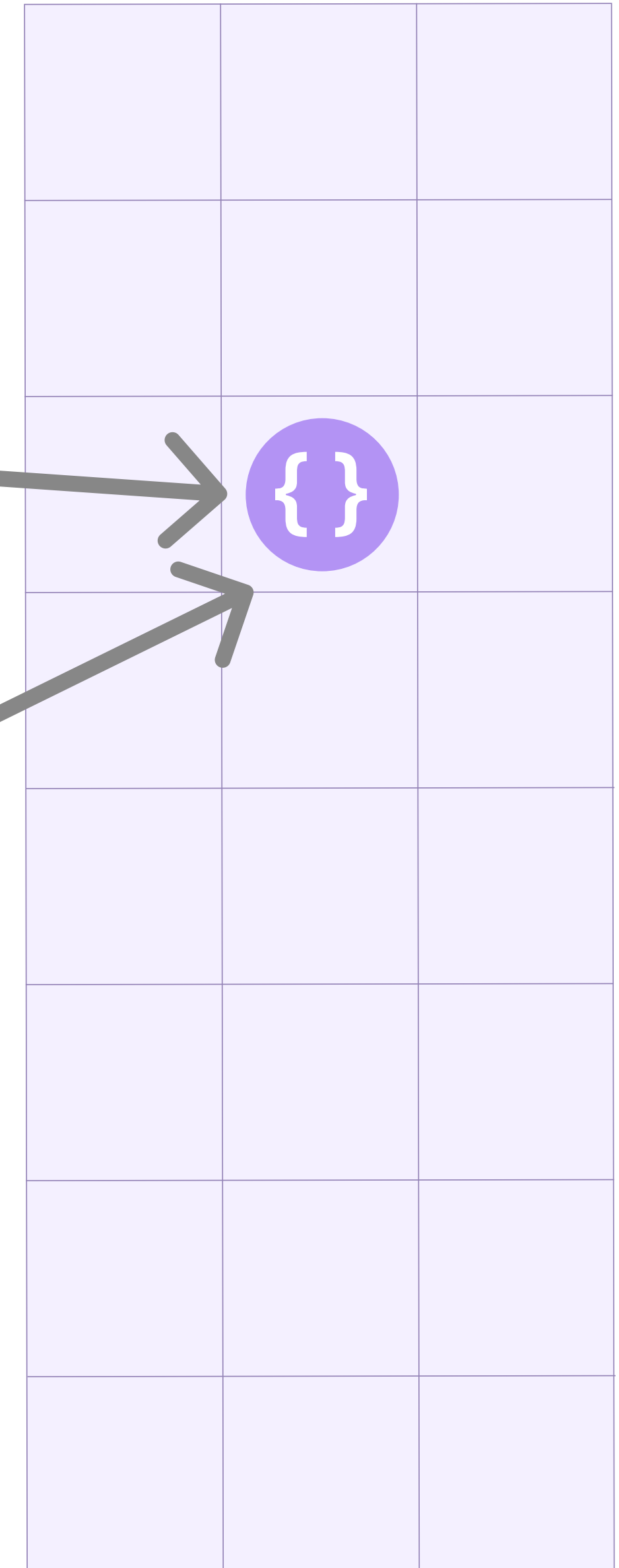
POINTERS

```
let obj1 = {  
  value: 11  
}
```

```
let obj2 = obj1
```

obj1

obj2

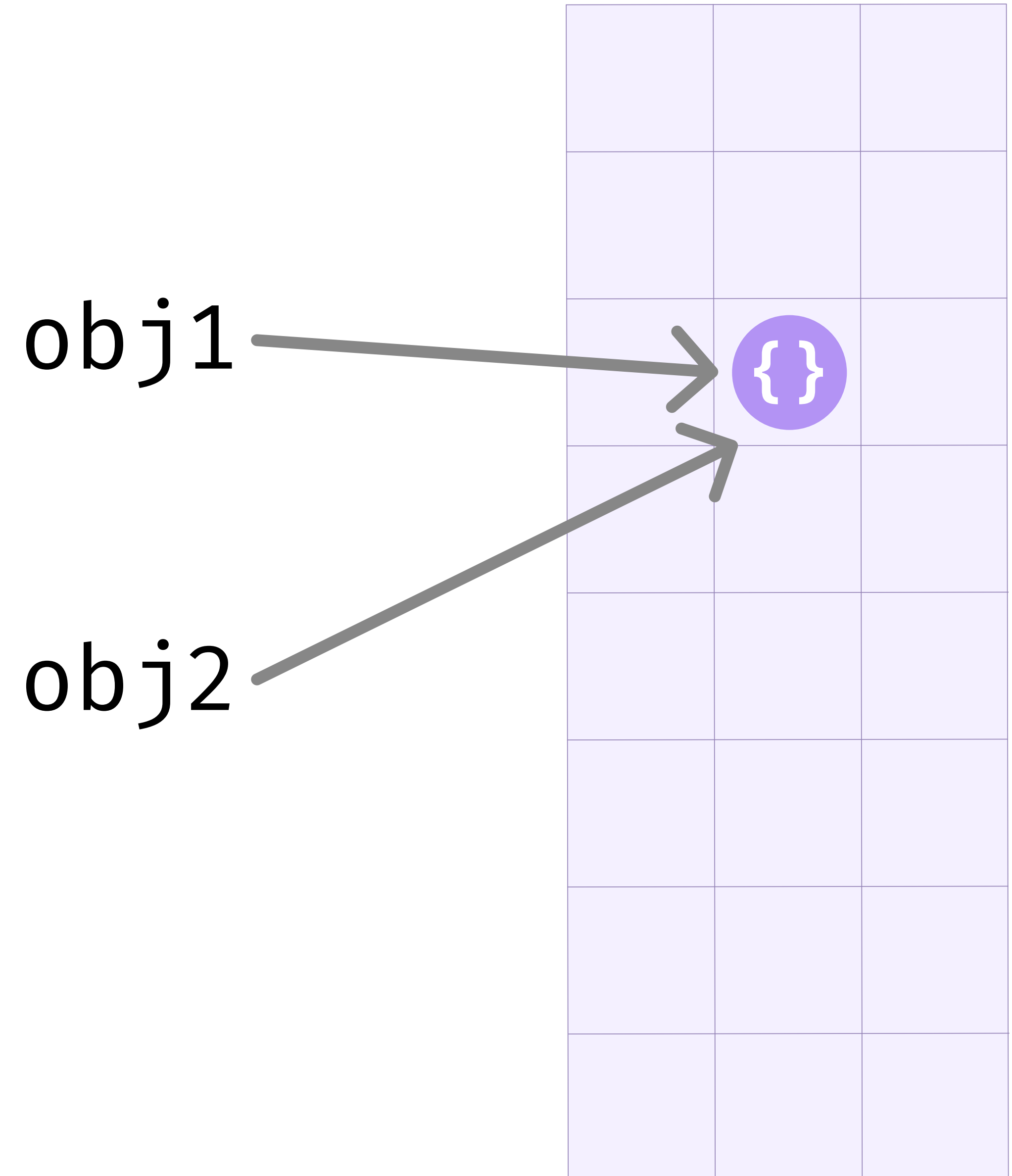


POINTERS

```
let obj1 = {  
  value: 11  
}
```

```
let obj2 = obj1
```

```
let obj3 = {  
  value: 27  
}
```

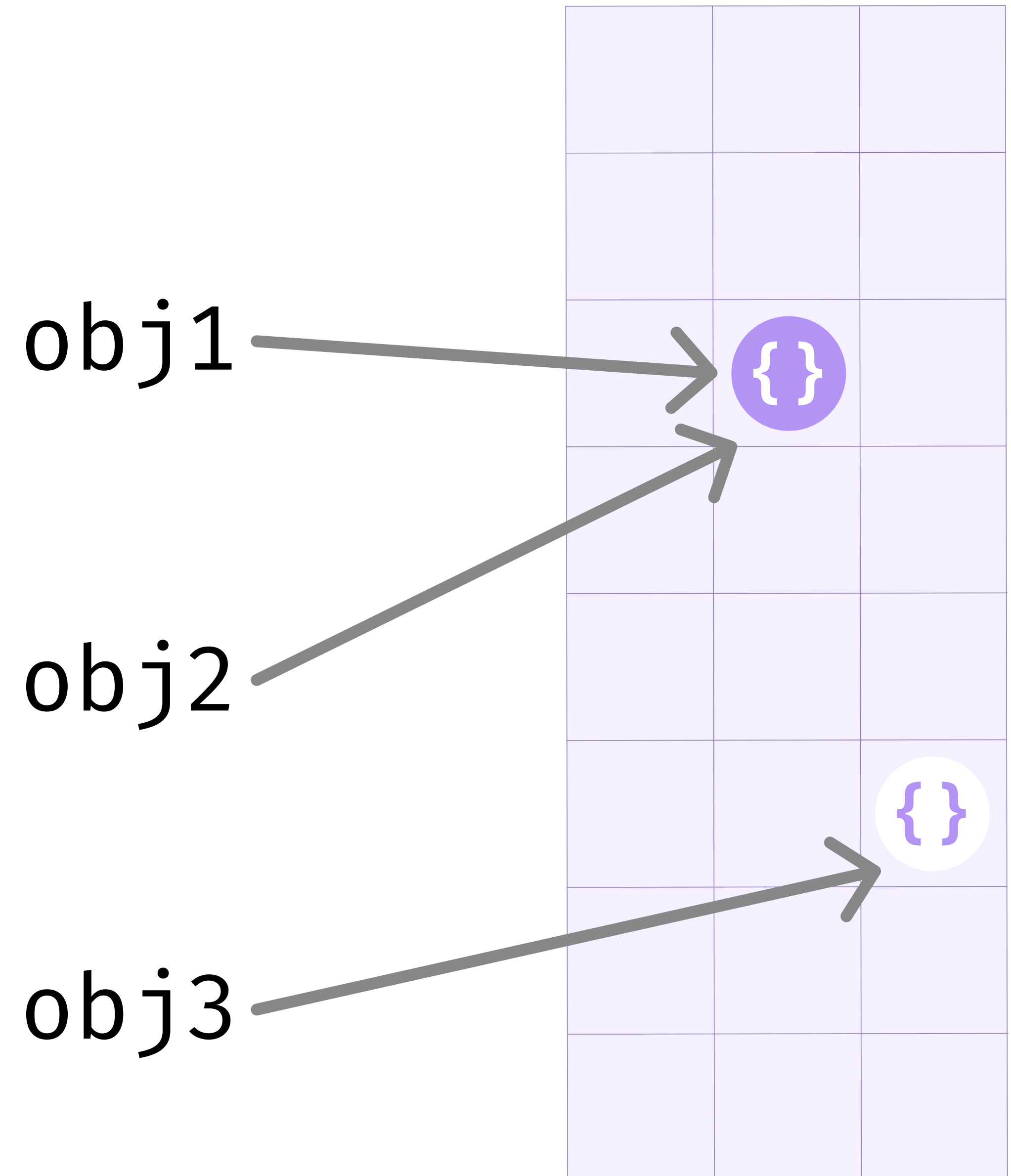


POINTERS

```
let obj1 = {  
  value: 11  
}
```

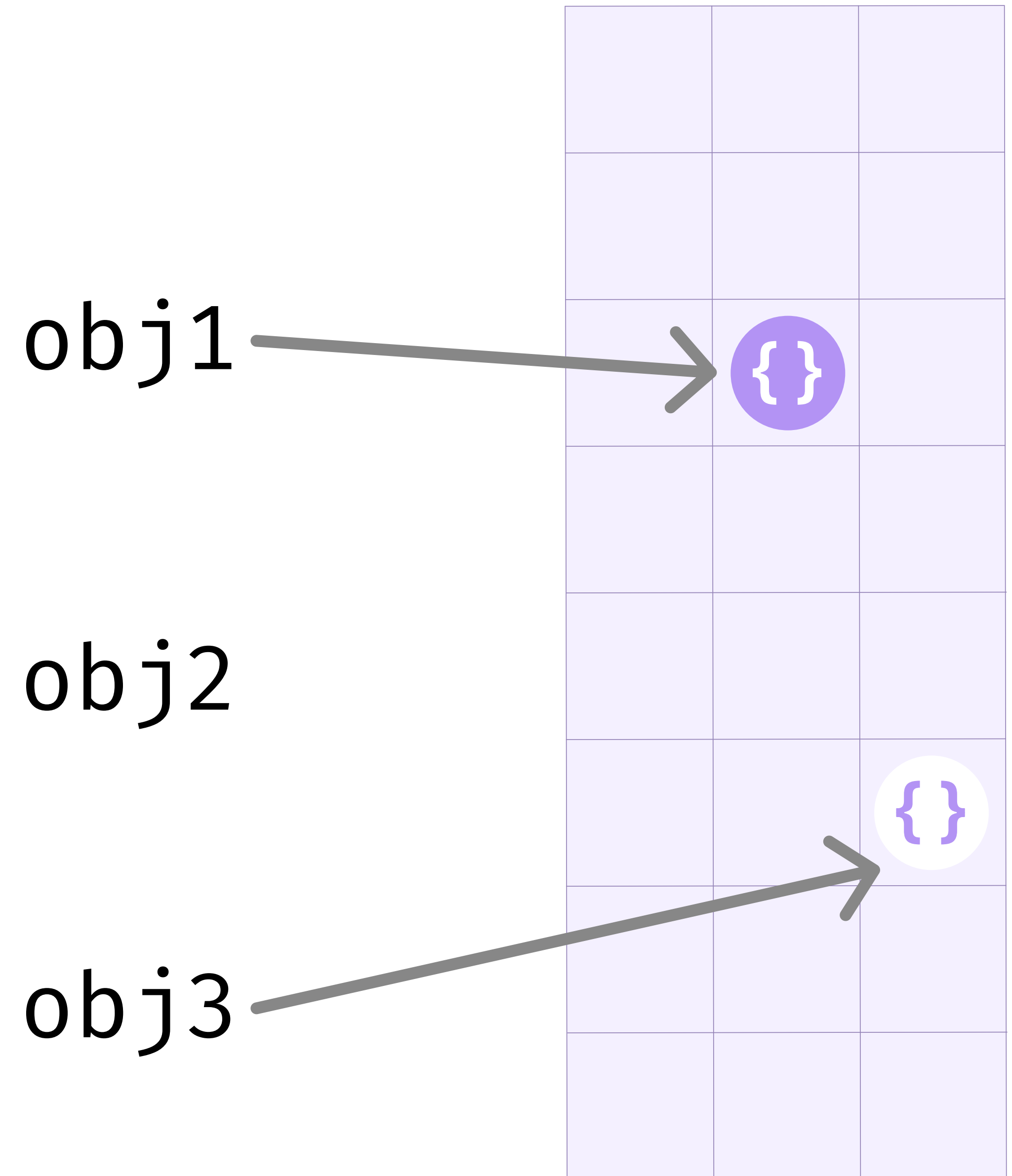
```
let obj2 = obj1
```

```
let obj3 = {  
  value: 27  
}
```



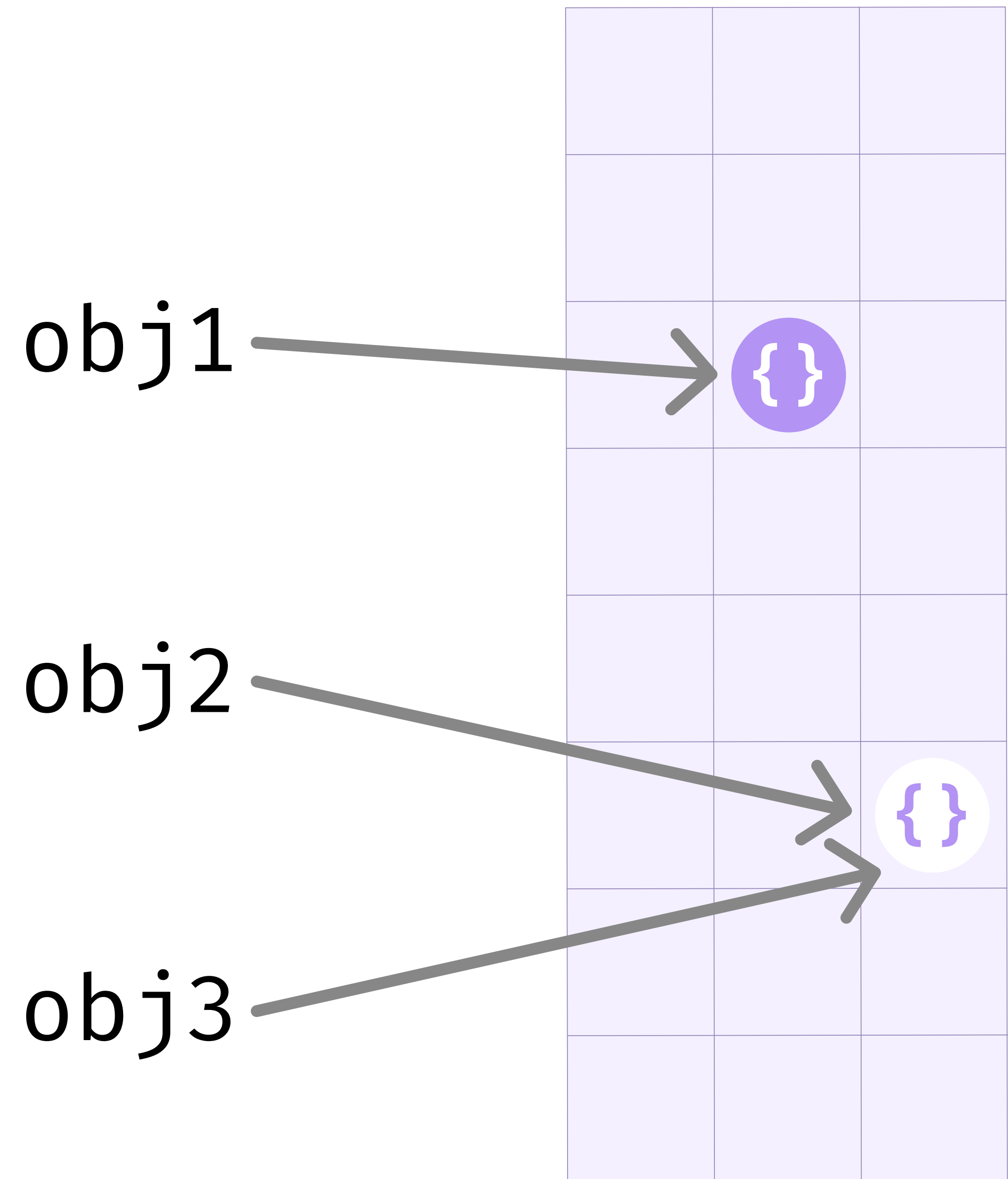
POINTERS

```
let obj1 = { ... }  
let obj2 = obj1  
let obj3 = { ... }  
obj2 = obj3
```



POINTERS

```
let obj1 = { ... }  
let obj2 = obj1  
let obj3 = { ... }  
  obj2 = obj3
```



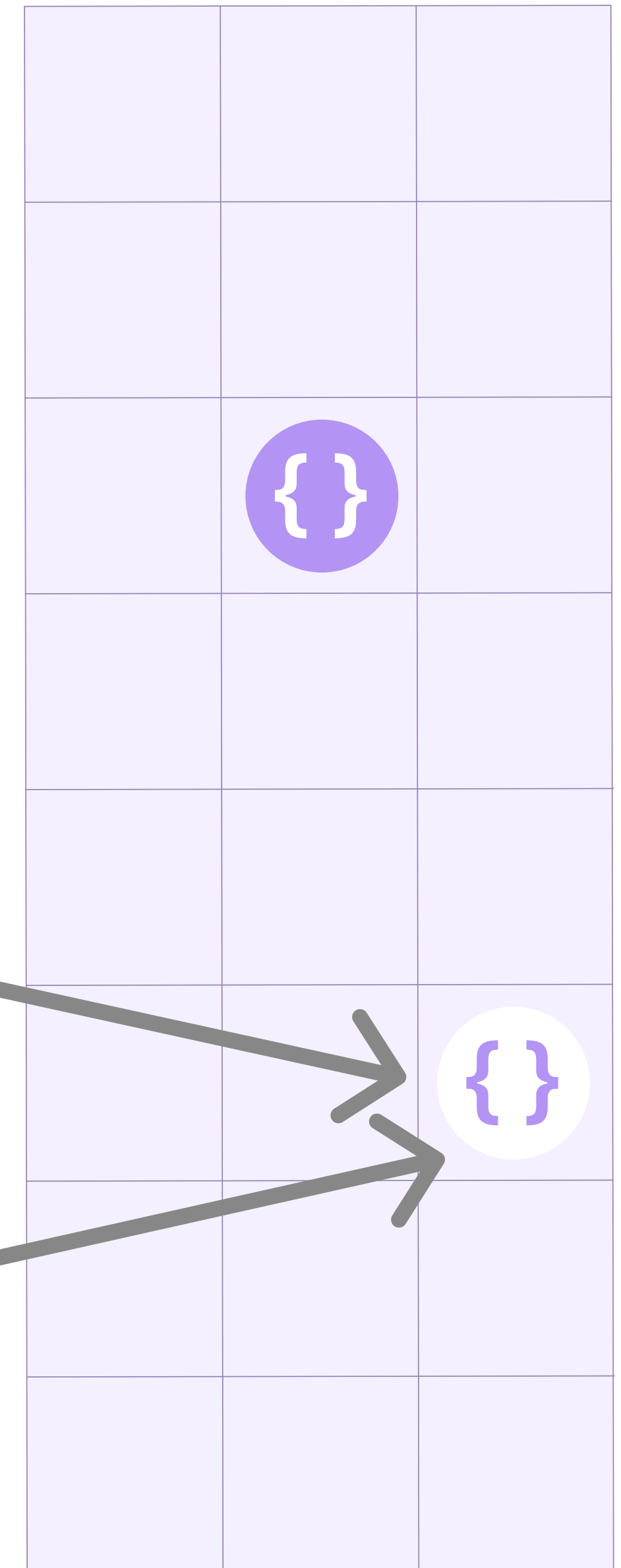
POINTERS

```
let obj1 = { ... }  
let obj2 = obj1  
let obj3 = { ... }  
obj2 = obj3  
obj1 = obj3
```

obj1

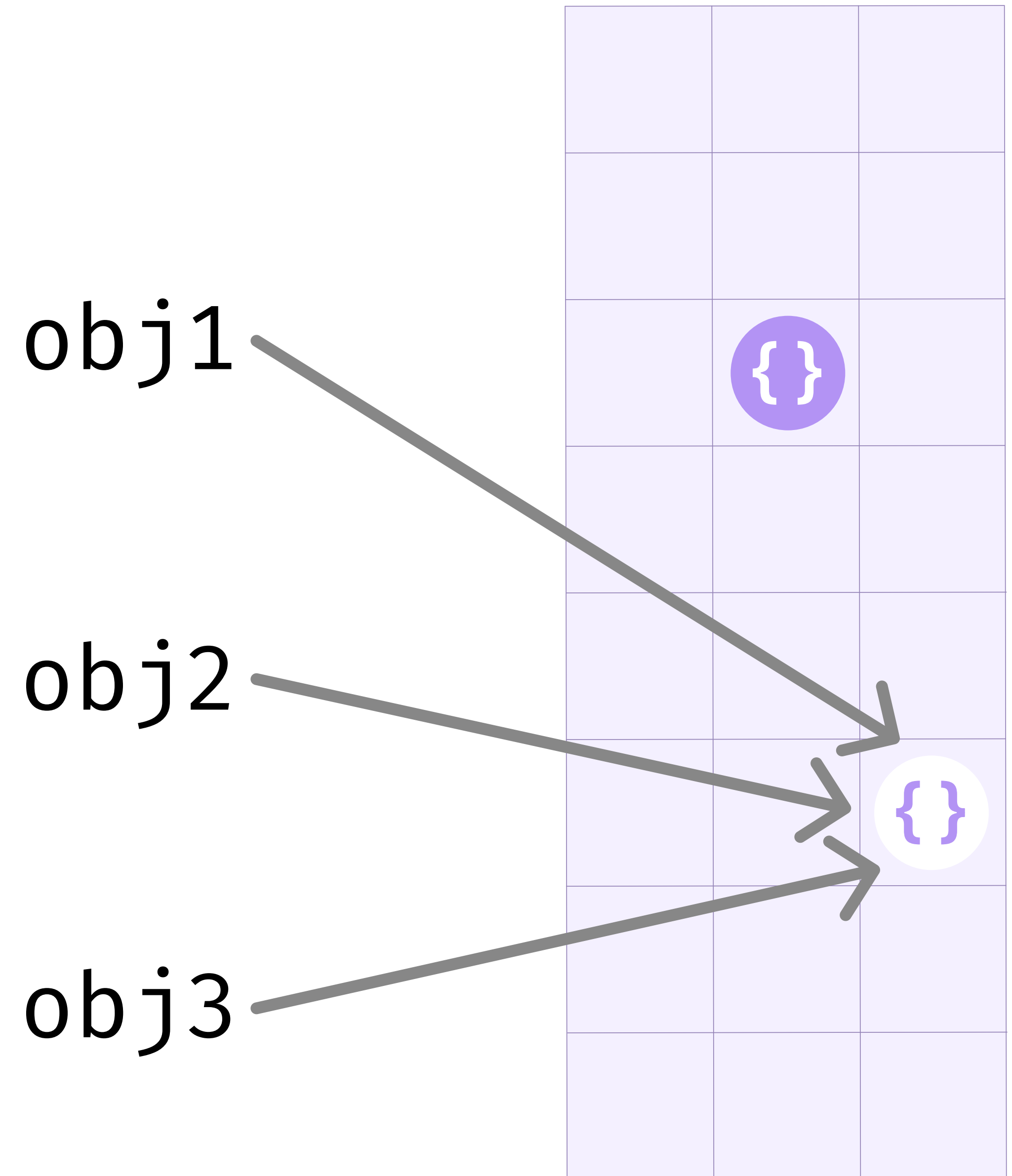
obj2

obj3



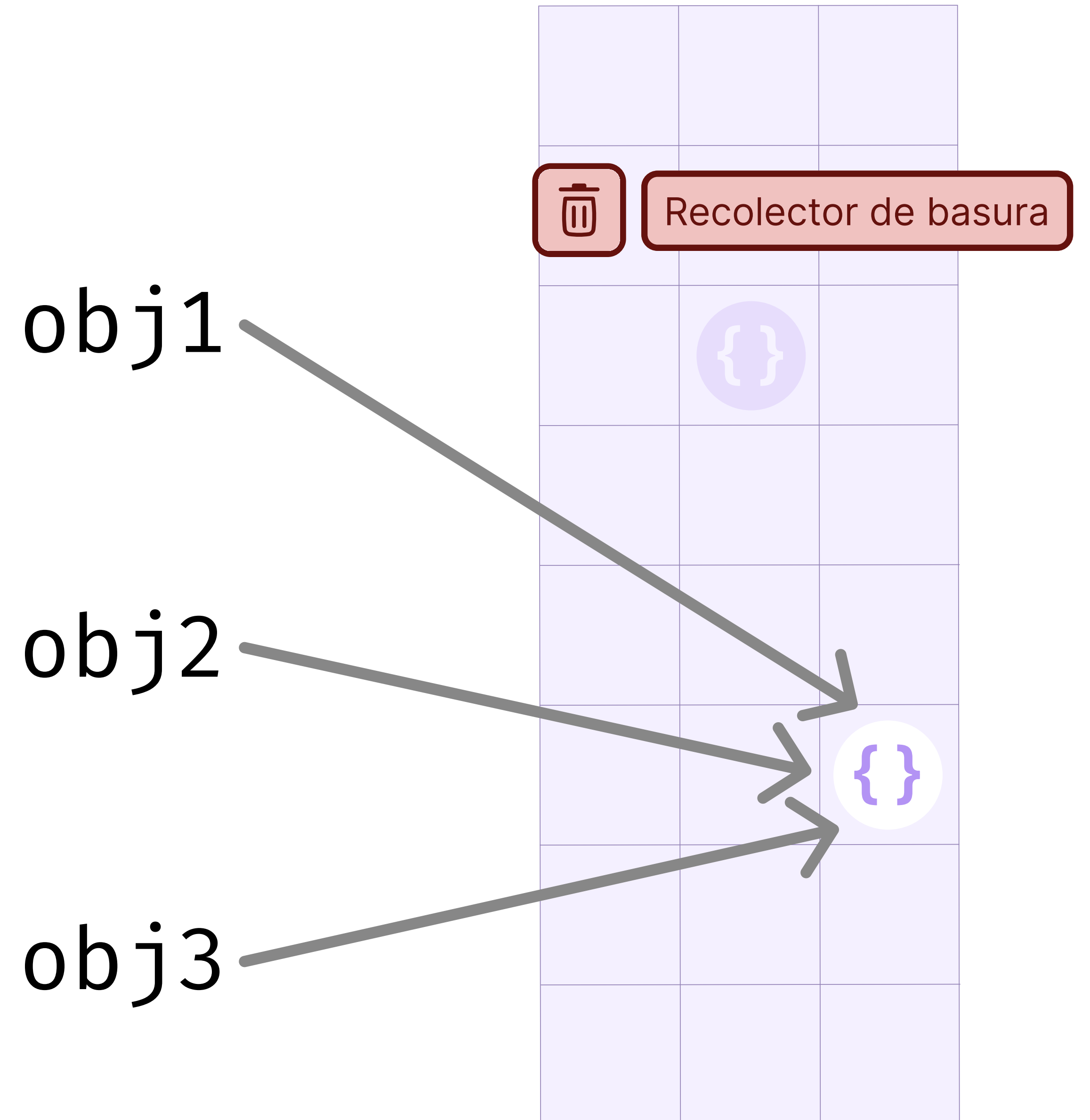
POINTERS

```
let obj1 = { ... }  
let obj2 = obj1  
let obj3 = { ... }  
obj2 = obj3  
obj1 = obj3
```



POINTERS

```
let obj1 = { ... }  
let obj2 = obj1  
let obj3 = { ... }  
obj2 = obj3  
obj1 = obj3
```



POINTERS

```
let num1 = 5
```

```
let num2 = num1
```

num1

num2

