CS521 Homework 4 Name: Yuxiao Wu

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No collaborators, No late days

Source: textbook

Problem 1 (15 points)

Give the Big O run-time of the following algorithms. Explain/show your work.

Binary Search:

```
def binary_search(arr, low, high, x):
    # Check base case
    if low > high:
        return None
    else:
        mid = (high + low) // 2
        element = arr[mid]

    if element == x:
        return mid
    elif element > x:
        return binary_search(arr, low, mid - 1, x)
    else:
        return binary_search(arr, mid + 1, high, x)
```

Each iteration will half the length of arr, which is log(len(arr)) iterations Run time = O(log(N))

Selection Sort:

```
def selection_sort(arr):
    for i in range(len(arr)):
        smallest_index = i
        smallest_value = arr[i]
        # Find smallest element
        for j in range(i, len(arr)):
                                                              Ν
            candidate = arr[j]
            if candidate < smallest_value:</pre>
                 smallest_index = j
                smallest_value = candidate
        # Swap front with smallest value
        temp = arr[i]
        arr[i] = smallest_value
        arr[smallest_index] = temp
    return arr
```

Nested for loop, Runtime = $O(N^2)$

Insertion Sort:

While and for loop series inside outer for loop Runtime = $O(N*2N) = O(N^2)$

Problem 2 (10 points)

Simplify the following Big O expressions. Show work for partial credit.

```
1. O(2*N + Log(N) + N^3 + 10)

2. O(1000)

3. O(10 + 20*N + 10*N*Log(N) + 10*N^2)

4. O(N*Log(N) + 20*N + N*Log(N)^2)

5. O(2*N^2*Log(N))

1. = O(N^3)

2. = O(C)

3. = O(N^2)

4. = O(N*Log(N)^2)
```

Problem 3 (15 points)

 $= O(N^2 * Log(N))$

5.

What are the 4 tenants of Object-Oriented Programming with brief explanations (<2 sentences) of each?

- 1. Encapsulation: Encapsulation is the mechanism of hiding of data implementation by restricting access to public methods. Instance variables are kept private and accessor methods are made public to achieve this.
- 2. Abstraction: Abstract means a concept or an idea which is not associated with any instance. Using abstract class/Interface we express the intent of the class rather than the actual implementation.
- 3. Inheritance: Using Inheritance, In derived classes we can reuse the code of existing super classes.
- 4. Polymorphism: By using polymorphism, We can write a code that works on the superclass, and it will work with any subclass type as well