

Slide 1

Sorting and Searching — Executive-Level Summary

- Both are nice examples of problems that can be solved in various different ways (different "algorithms").
- Useful to know details of at least one, but in practice likely that you would use a library function.

Slide 2



• Idea here is to categorize algorithms by how execution time (or other measures, e.g., amount of memory required) scales with problem size, for large problems.

Slide 3

• Can help rule out algorithms that would not be practical/feasible for large problems.

A famous(?) example — "traveling salesperson problem", for which all known algorithms require considering, for N cities, all possible permutations, making them O(N!). Not reasonable! (Worth noting that there apparently *are* practical approximations. Still!)



We have not talked much about it, but C does have a data type for text data
— char. Big enough to represent ASCII (7-bit encoding) and other
about-equal-size encodings (e.g., EBCDIC). Newer standards also provide
support for "wide characters".

Slide 4

- Can use scanf and printf, but simpler and more efficient to use getchar() and putchar(). Worth noting that the input functions read *all* input characters, including whitespace and end-of-line.
- Many standard-library functions for working with char, e.g., isspace.







