

# PROBLEMS AND SOLUTIONS

## Chapter 2: Principles of Programming and Analysis of Algorithms

### Important Exam-Oriented Numerical and Analytical Problems with Step-by-Step Solutions

This document contains frequently asked numerical and analytical problems, along with fully worked solutions, based on the topics of Algorithms, Design Approaches, Complexity, Big O Notation, and Algorithm Analysis. These problem types are commonly asked in semester examinations and should be practiced thoroughly.

### Section A: Time Complexity of Code Snippets

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#### Problem 1:

Find the time complexity of the following code:

```
for (i = 0; i < n; i++) {  
    printf("%d", i);  
}
```

#### Solution:

The loop runs from  $i = 0$  to  $i = n - 1$ , so the statement inside the loop executes exactly  $n$  times. Since there is a single loop that depends linearly on  $n$ , the time complexity is:

Time Complexity =  $O(n)$

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#### Problem 2:

Find the time complexity of the following nested loop:

```
for (i = 0; i < n; i++) {  
    for (j = 0; j < n; j++) {  
        printf("%d", i*j);  
    }  
}
```

#### Solution:

The outer loop runs  $n$  times. For each iteration of the outer loop, the inner loop also runs  $n$  times. So the total number of times the inner statement executes is  $n \times n = n^2$ .

Time Complexity =  $O(n^2)$

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#### Problem 3:

Find the time complexity of the following code:

```
for (i = 1; i < n; i = i * 2) {  
    printf("%d", i);  
}
```

```
}
```

**Solution:**

Here,  $i$  starts at 1 and doubles each time (1, 2, 4, 8, ...  $2^k$ ). The loop continues until  $2^k \geq n$ , i.e.,  $k = \log_2(n)$ . So the loop runs approximately  $\log_2(n)$  times.

Time Complexity =  $O(\log n)$

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**Problem 4:**

**Find the time complexity of the following code:**

```
for (i = 0; i < n; i++) {  
    for (j = 0; j < i; j++) {  
        printf("%d", j);  
    }  
}
```

**Solution:**

For each value of  $i$ , the inner loop runs  $i$  times. So the total number of iterations is the sum  $0 + 1 + 2 + \dots + (n-1) = n(n-1)/2$ , which simplifies to  $(n^2 - n)/2$ . Dropping the lower-order term and the constant factor as per Big O rules:

Time Complexity =  $O(n^2)$

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**Problem 5:**

**Find the time complexity of the following code:**

```
for (i = 0; i < n; i++) {  
    printf("%d", i);  
}  
  
for (j = 0; j < n; j++) {  
    printf("%d", j);  
}
```

**Solution:**

These are two separate (sequential, not nested) loops, each running  $n$  times. Since they are not nested, their complexities are added, not multiplied:  $n + n = 2n$ . Dropping the constant factor 2:

Time Complexity =  $O(n)$

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## Section B: Big O Comparison and Growth Rate

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**Problem 6: Arrange the following time complexities in increasing order of growth rate:  $O(n^2)$ ,  $O(\log n)$ ,  $O(n)$ ,  $O(n \log n)$ ,  $O(1)$ ,  $O(2^n)$ .**

**Solution:**

Growth rates are compared by how fast each function increases as  $n$  becomes very large. Arranging from slowest-growing (most efficient) to fastest-growing (least efficient):

$O(1) < O(\log n) < O(n) < O(n \log n) < O(n^2) < O(2^n)$

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**Problem 7: An algorithm performs exactly  $f(n) = 5n^3 + 20n^2 + 100n + 50$  basic operations. Express  $f(n)$  in Big O notation.**

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**Solution:**

Step 1: Identify the term that grows fastest as  $n \rightarrow \infty$ . Among  $n^3$ ,  $n^2$ ,  $n$ , and the constant, the term  $5n^3$  dominates for large  $n$ .

Step 2: Drop all lower-order terms ( $20n^2$ ,  $100n$ ,  $50$ ) since they become insignificant compared to  $n^3$  for large  $n$ .

Step 3: Drop the constant multiplier 5, since Big O notation is concerned only with the rate of growth, not exact coefficients.

$$f(n) = O(n^3)$$

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**Problem 8: If Algorithm A has time complexity  $O(n \log n)$  and Algorithm B has time complexity  $O(n^2)$ , which algorithm is more efficient for large values of  $n$ , and why?**

**Solution:**

For small values of  $n$ , both algorithms may take comparable time, but as  $n$  grows large,  $O(n^2)$  grows much faster than  $O(n \log n)$ . For example, at  $n = 1000$ :  $n \log n \approx 1000 \times 10 = 10,000$ , whereas  $n^2 = 1,000,000$ .

Therefore, Algorithm A, with time complexity  $O(n \log n)$ , is more efficient than Algorithm B for large input sizes, since its running time grows at a much slower rate.

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## Section C: Best, Worst, and Average Case Analysis

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**Problem 9: Analyze the best case, worst case, and average case time complexity of Linear Search on an array of  $n$  elements.**

**Solution:**

Linear Search checks each element of the array one by one, starting from the first, until the target element is found or the array ends.

- Best Case: The target element is found at the very first position. Only 1 comparison is needed  $\rightarrow$  Time Complexity =  $O(1)$ .
  - Worst Case: The target element is at the last position, or not present in the array at all. In this case, all  $n$  elements must be compared  $\rightarrow$  Time Complexity =  $O(n)$ .
  - Average Case: On average, the target is expected to be found after checking about  $n/2$  elements. Dropping the constant factor  $\rightarrow$  Time Complexity =  $O(n)$ .
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**Problem 10: Analyze the worst-case time complexity of Binary Search on a sorted array of  $n$  elements.**

**Solution:**

Binary Search repeatedly divides the search interval in half. In the worst case, the target is found only after the array has been divided down to a single element (or is not found at all).

If  $T(n)$  represents the number of comparisons needed for  $n$  elements, then  $T(n) = T(n/2) + 1$ , since each step reduces the problem size by half with one comparison. Solving this recurrence gives  $T(n) = \log_2(n) + 1$ .

$$\text{Worst Case Time Complexity} = O(\log n)$$

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## Section D: Recurrence Relations

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**Problem 11: Solve the recurrence relation  $T(n) = 2T(n/2) + n$ , with  $T(1) = 1$ , and find its time complexity using the Divide and Conquer approach (this is the recurrence for Merge Sort).**

**Solution:**

This recurrence splits the problem of size  $n$  into 2 sub-problems of size  $n/2$  each (the  $2T(n/2)$  term), and does  $n$  additional work to combine the results (the  $+n$  term).

Expanding the recurrence level by level: at level 0, cost =  $n$ ; at level 1, there are 2 sub-problems each of size  $n/2$ , so cost =  $2 \times (n/2) = n$ ; at level 2, cost =  $4 \times (n/4) = n$ ; and so on. Each level contributes a total cost of  $n$ .

Since the problem size is halved at every level, the number of levels required to reduce  $n$  down to 1 is  $\log_2(n)$ . Multiplying the per-level cost ( $n$ ) by the number of levels ( $\log_2 n$ ):

$$T(n) = O(n \log n)$$

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**Problem 12: Solve the recurrence relation  $T(n) = T(n-1) + 1$ , with  $T(1) = 1$  (this is the recurrence for a simple linear recursive function).**

**Solution:**

This recurrence reduces the problem size by only 1 at each step, and does 1 unit of constant work at each step.

Expanding:  $T(n) = T(n-1) + 1 = T(n-2) + 2 = T(n-3) + 3 = \dots = T(1) + (n-1) = 1 + (n-1) = n$ .

$$T(n) = O(n)$$

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## Section E: Algorithm Design Approach Based Problems

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**Problem 13: A shopkeeper needs to give change of Rs. 87 using the minimum number of currency notes/coins available in denominations of 50, 20, 10, 5, 2, and 1. Which algorithm design approach is suitable here, and how would it work?**

**Solution:**

This problem is best solved using the Greedy Approach, since at every step we pick the largest available denomination that does not exceed the remaining amount, without reconsidering earlier choices.

- Step 1: Remaining = 87. Pick 50 → Remaining = 37.
- Step 2: Remaining = 37. Pick 20 → Remaining = 17.
- Step 3: Remaining = 17. Pick 10 → Remaining = 7.
- Step 4: Remaining = 7. Pick 5 → Remaining = 2.
- Step 5: Remaining = 2. Pick 2 → Remaining = 0.

Total notes/coins used = 5 (denominations: 50, 20, 10, 5, 2), which is the minimum possible for this set of denominations.

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**Problem 14: Compute the 6th Fibonacci number ( $F(6)$ ) using Dynamic Programming, and explain why Dynamic Programming is more efficient than plain recursion here.**

**Solution:**

In plain recursion,  $F(n) = F(n-1) + F(n-2)$  recomputes the same sub-problems (like  $F(2)$ ,  $F(3)$ ) many times, leading to exponential time complexity  $O(2^n)$ .

In Dynamic Programming, we store each computed Fibonacci value in a table and reuse it instead of recomputing it. Building the table from the bottom up:

$$F(0)=0, F(1)=1, F(2)=1, F(3)=2, F(4)=3, F(5)=5, F(6)=8$$

Since each value is computed only once and simply looked up thereafter, the Dynamic Programming solution runs in  $O(n)$  time, which is far more efficient than the exponential time taken by plain recursion.

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**Problem 15: Calculate the space complexity of an algorithm that takes an array of  $n$  integers as input and creates one additional array of size  $n$  to store the result (e.g., a simple copy operation).**

**Solution:**

Space complexity includes space for the input and any extra (auxiliary) space used by the algorithm.

- Input space:  $O(n)$ , for storing the given array of  $n$  integers.
- Auxiliary space:  $O(n)$ , for the additional result array of size  $n$  created by the algorithm.

Adding these, the total space complexity is  $O(n) + O(n) = O(n)$ , since constant multiples are dropped in Big O notation.

Space Complexity =  $O(n)$