

DESIGN AND ANALYSIS OF ALGORITHMS

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TASK-2

1. LEETCODE 75: SORT COLORS

Problem:

Given an array `nums` with `n` objects colored red, white, or blue, sort them [in-place](#) so that objects of the same color are adjacent, with the colors in the order red, white, and blue.

We will use the integers 0, 1, and 2 to represent the color red, white, and blue, respectively.

You must solve this problem without using the library's sort function.

Complexity:

Complexity Analysis

- Time Complexity: $O(n)$ → Each element is processed at most once.
- Space Complexity: $O(1)$ → Sorting is done in-place.

JAVA Code:

```
class Solution {  
    public void sortColors(int[] nums) {  
        boolean swapped;  
        for(int i=0; i<nums.length-1; i++) {  
            swapped = false;  
            for(int j=0; j<nums.length-i-1; j++) {  
                if(nums[j] > nums[j+1]) {  
                    int  
                    temp = nums[j];  
                    nums[j] = nums[j+1];  
                    nums[j+1] = temp;  
                    swapped = true;  
                }  
            }  
        }  
    }  
}
```

```

    }
    if(!swapped) break;
  }
}

```

OUTPUT:



Observations:

1. Bubble Sort works but is inefficient ($O(n^2)$) because it makes unnecessary swaps.
2. Early stopping optimization (checking swapped flag) helps if the array is already sorted.
3. The Dutch National Flag Algorithm ($O(n)$) is much faster for this problem.

2. LEETCODE 162: FIND PEAK ELEMENTS

Problem:

A peak element is an element that is strictly greater than its neighbors.

Given a 0-indexed integer array `nums`, find a peak element, and return its index. If the array contains multiple peaks, return the index to any of the peaks.

You may imagine that `nums[-1] = nums[n] = -∞`. In other words, an element is always considered to be strictly greater than a neighbor that is outside the array.

Complexity:

Complexity Analysis

- Time Complexity: $O(\log n)$ → The search space is halved in each step using Binary Search.
- Space Complexity: $O(1)$ → Only a few pointers are used; no extra space is required.

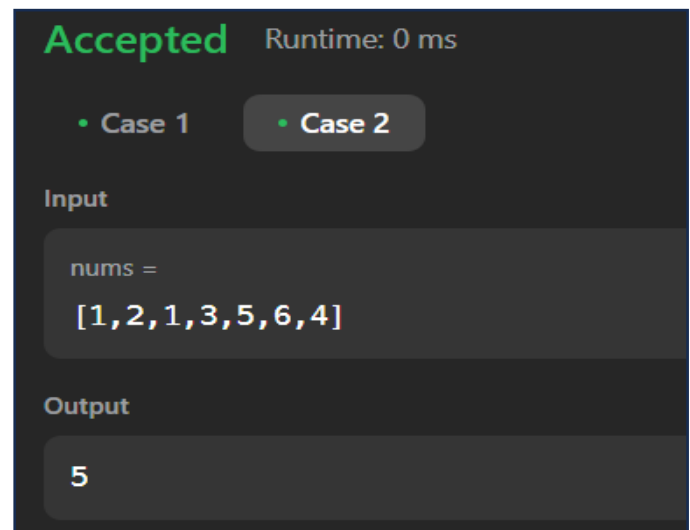
C Code:

```
#include <stdio.h>

int findPeakElement(int nums[], int numsSize) {
    int left = 0, right = numsSize - 1;    while (left <
    right) {
        int mid = left + (right - left) / 2;
        if (nums[mid] > nums[mid + 1]) {
            right = mid;
        } else {
            left = mid + 1;
        }
    }
    return left;
}

void testFindPeak() {
    int nums[] = {1, 2, 1, 3, 5, 6, 4};    int n =
    sizeof(nums) / sizeof(nums[0]);    int peakIndex =
    findPeakElement(nums, n);    printf("Peak
    element index: %d\n", peakIndex);
}
```

OUTPUT:



Observations:

1. Uses Binary Search ($O(\log n)$) to efficiently find a peak element by halving the search space in each iteration.
2. Guaranteed to find a peak since an element is always considered greater than out-of-bound neighbours ($-\infty$ assumption).
3. Space Complexity is $O(1)$ as only a few integer variables (left, right, mid) are used, making it an in-place solution.

3.LEETCODE 189: ROTATE ARRAY

Problem:

Given an integer array `nums`, rotate the array to the right by `k` steps, where `k` is non-negative.

Complexity:

- Time Complexity: $O(n)$ → Each element is processed at most once through three reversals.
- Space Complexity: $O(1)$ → Rotations are done in-place without using extra storage.

C Code:

```
#include <stdio.h>

void reverse(int nums[], int start, int end) {
    while (start < end) {
        int temp =
        nums[start];    nums[start] =
        nums[end];    nums[end] = temp;
        start++;    end--;
    }
}
```

```

}

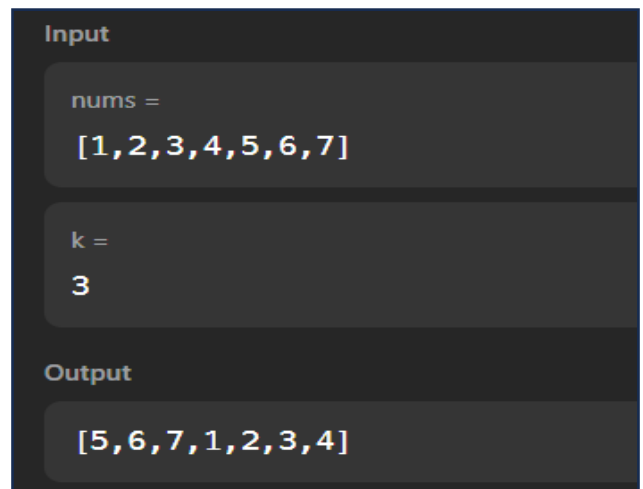
void rotate(int nums[], int numsSize, int k) {    if
(numsSize == 0 || k % numsSize == 0) return; k =
k % numsSize; reverse(nums, 0, numsSize - 1);
reverse(nums, 0, k - 1); reverse(nums, k,
numsSize - 1);
}

void printArray(int nums[], int numsSize) {
for (int i = 0; i < numsSize; i++) {
printf("%d ", nums[i]);
    }
    printf("\n");
}

void testRotate() {
    int nums[] = {1, 2, 3, 4, 5, 6, 7};
    int k = 3;
    int n = sizeof(nums) / sizeof(nums[0]);
    printf("Original array: ");
    printArray(nums, n);    rotate(nums, n,
k);    printf("Rotated array: ");
    printArray(nums, n);
}

```

OUTPUT:



Observations:

1. The code efficiently rotates the array using the reverse method, achieving an $O(n)$ time complexity and $O(1)$ space complexity.
2. The three-step reversal approach correctly shifts elements by reversing the entire array, then the first k elements, and finally the remaining elements.

4.LEETCODE 442: FIND ALL DUPLICATES IN AN ARRAY

Problem:

Given an integer array `nums` of length `n` where all the integers of `nums` are in the range `[1, n]` and each integer appears at most twice, return an array of all the integers that appears twice.

Complexity:

- Time Complexity: $O(n)$ → Each element is processed at most once while marking and restoring values.
- Space Complexity: $O(1)$ → The solution modifies the input array in-place without using extra storage (excluding the output list).

C Code:

```
#include <stdio.h> #include
<stdlib.h>

int* findDuplicates(int nums[], int numsSize, int* returnSize) {
    *returnSize = 0;

    int* result = (int*)malloc(numsSize * sizeof(int));

    for (int i = 0; i < numsSize; i++) {        int index =
abs(nums[i]) - 1;        if (nums[index] < 0) {
        result[(*returnSize)++] = abs(nums[i]);
    } else {
        nums[index] = -nums[index];
    }
    }

    return result;
}
```

OUTPUT:

Input
nums = [4,3,2,7,8,2,3,1]
Output
[2,3]

Observations:

1. The code uses index marking by negating elements to track visits, efficiently identifying duplicates in $O(n)$ time.
2. It modifies the input array temporarily without extra space (excluding the output array), achieving $O(1)$ space complexity.
3. The result array is dynamically allocated using `malloc()`, and `returnSize` keeps track of the number of duplicates found.