

CS50



4

2

7

5

6

8

3

1

linear search

binary search

bubble sort

selection sort

insertion sort

merge sort

n^2

$n \log n$

n

$\log n$

1

...

\mathcal{O}

Ω

Θ



YOU SAID STRINGS EXIST

**TODAY WE DETERMINE
THAT WAS A LIE**

string


```
void swap(int a, int b)
{

}
}
```

```
void swap(int a, int b)
{
    int tmp = a;
    a = b;
    b = tmp;
}
```

```
void swap(int a, int b)
{
    int tmp = a;
    a = b;
    b = tmp;
}
```





4G85

8BB12
D9HXT



4G85

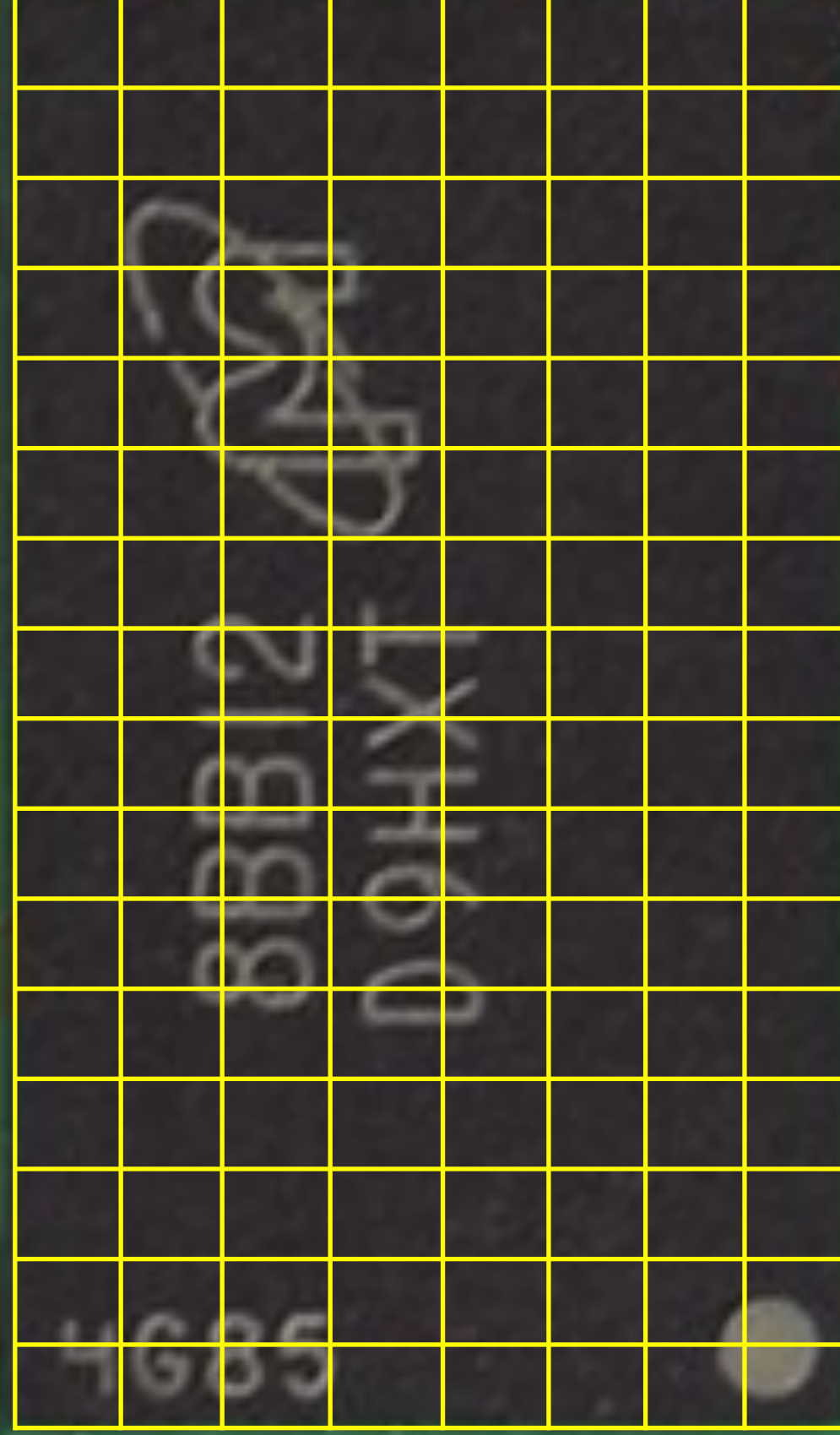
8BB12
D9HXT





4685

8BB12
D9HXT



4685

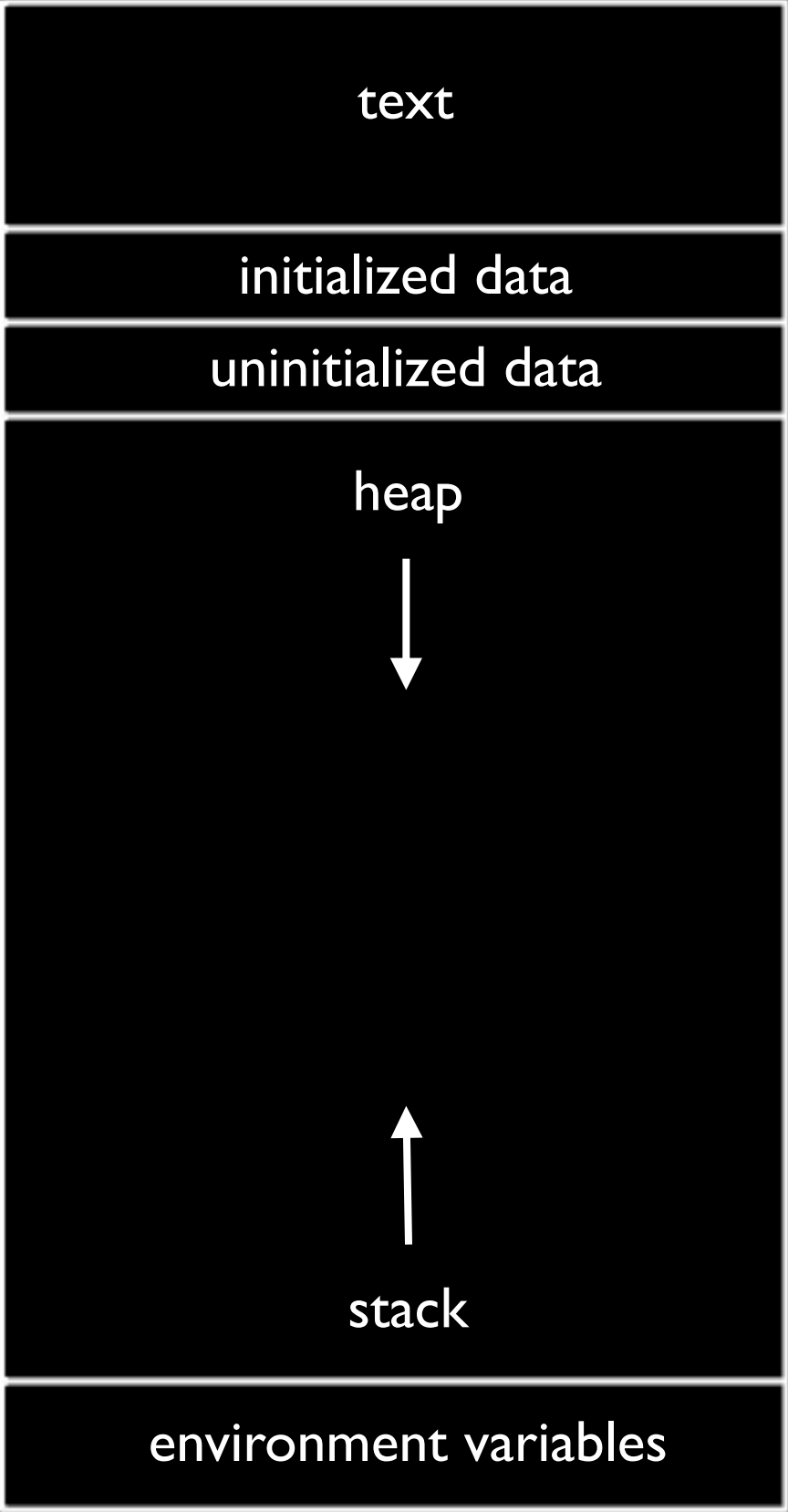
8BB12
D9HXT



4685

8BB12
D9HXT



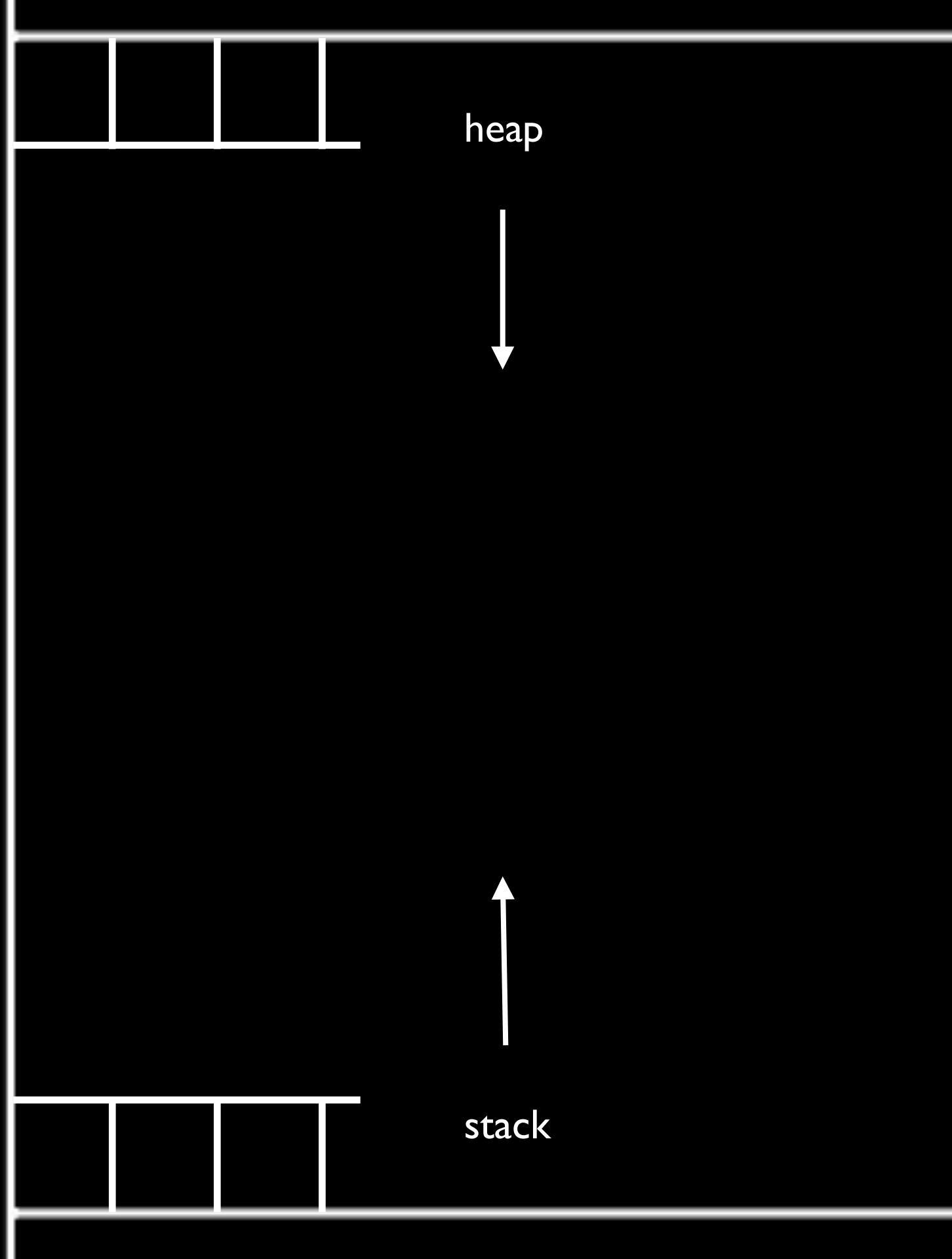


heap



stack





string

char *

get_int

get_string


```
void swap(int a, int b)
{
    int tmp = a;
    a = b;
    b = tmp;
}
```

```
void swap(int *a, int *b)
{
    int tmp = *a;
    *a = *b;
    *b = tmp;
}
```

Pointer Fun with **B****i****n****k****y**



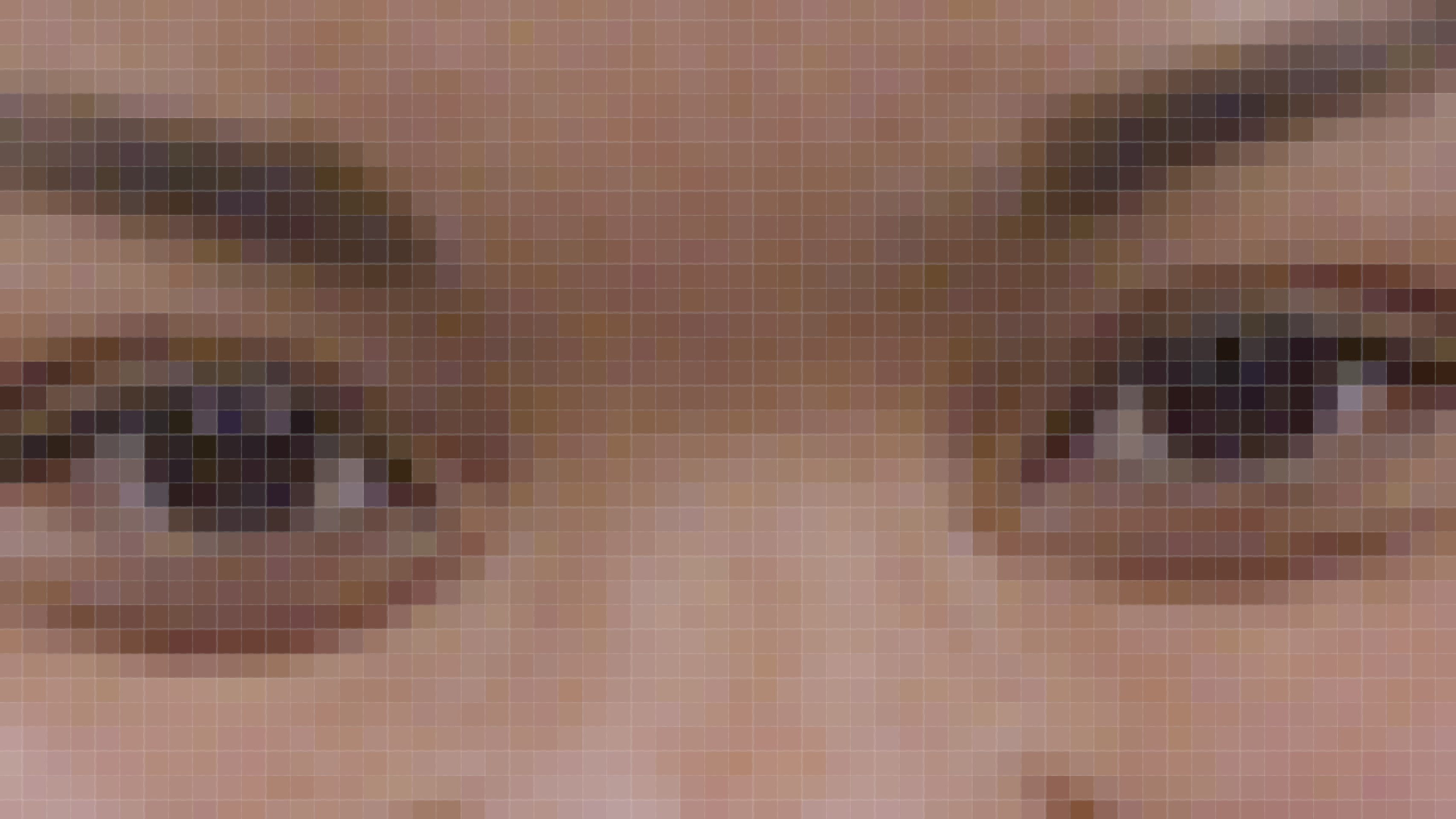
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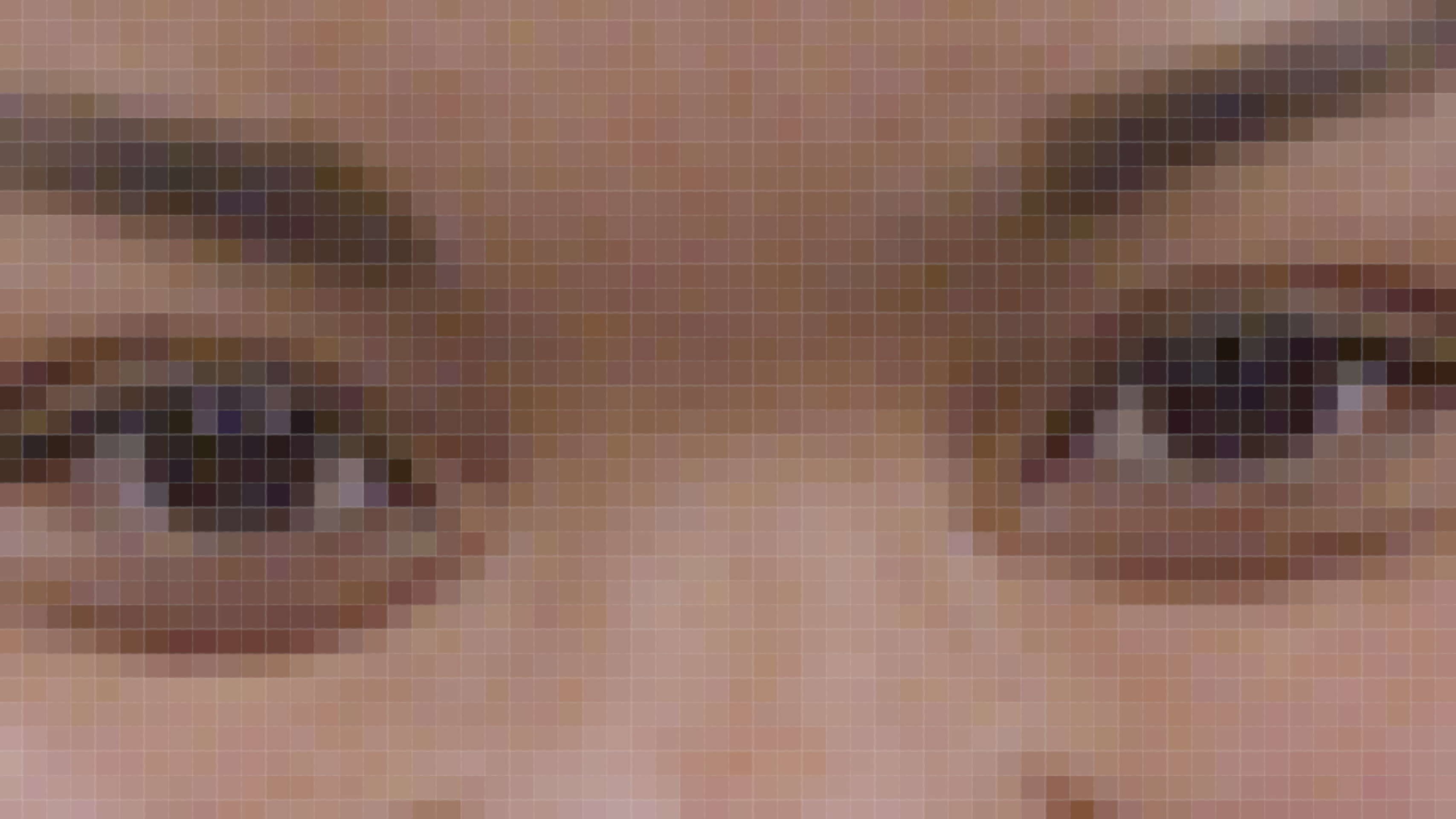
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Carpe Post Meridiem!



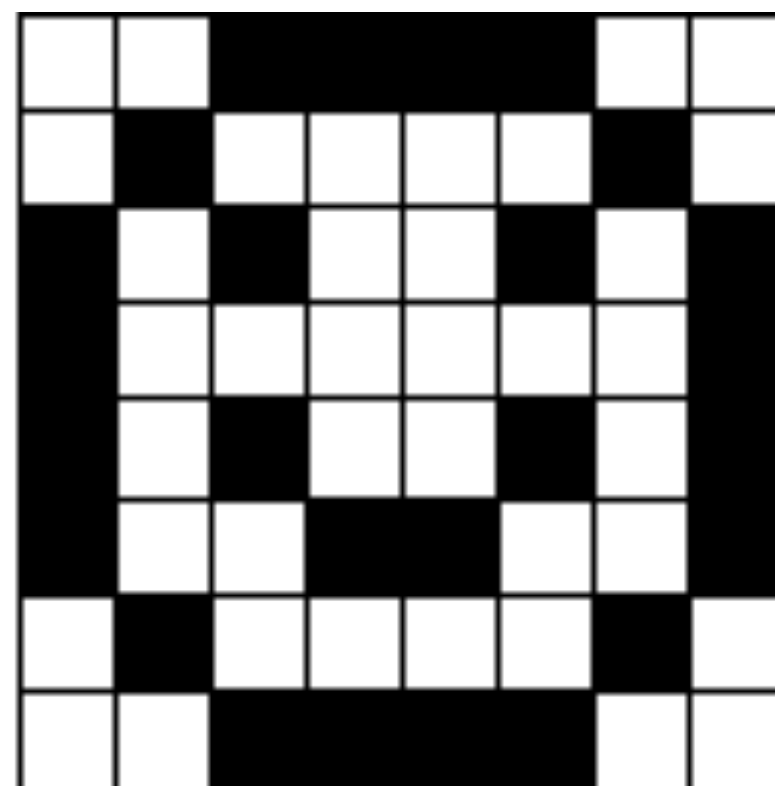








11000011
10111101
01011010
01111110
01011010
01100110
10111101
11000011





255 216 255

decimal

0, 1, 2, 3, 4, 5, 6, 7, 8, 9

binary

0, 1

hexadecimal

0, 1, 2, 3, 4, 5, 6, 7, 8, 9, a, b, c, d, e, f

255

216

255

255

11111111

216

11011000

255

11111111

255

216

255

1111

1111

1101

1000

1111

1111

255

216

255

1111

1111

1101

1000

1111

1111

f

f

d 8

f

f

255

216

255

1111

1111

1101

1000

1111

1111

f

f

d 8

f

f

0xff

0xd8

0xff

0xff 0xd8 0xff

BMP





offset	type	name	
0	WORD	bfType	} BITMAPFILEHEADER
2	DWORD	bfSize	
6	WORD	bfReserved1	
8	WORD	bfReserved2	
10	DWORD	bfOffBits	
14	DWORD	biSize	} BITMAPINFOHEADER
18	LONG	biWidth	
22	LONG	biHeight	
26	WORD	biPlanes	
28	WORD	biBitCount	
30	DWORD	biCompression	
34	DWORD	biSizeImage	
38	LONG	biXPelsPerMeter	
42	LONG	biYPelsPerMeter	} RGBTRIPLE
46	DWORD	biClrUsed	
50	DWORD	biClrImportant	
54	BYTE	rgbtBlue	} RGBTRIPLE
55	BYTE	rgbtGreen	
56	BYTE	rgbtRed	
57	BYTE	rgbtBlue	} RGBTRIPLE
58	BYTE	rgbtGreen	
59	BYTE	rgbtRed	
...			
243	BYTE	rgbtBlue	} RGBTRIPLE
244	BYTE	rgbtGreen	
245	BYTE	rgbtRed	

struct

```
typedef struct
{
    string name;
    string dorm;
}
student;
```



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