



## UNIT 4A

### Iteration: Searching

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## Goals of this Unit

- Study an iterative algorithm called linear search that finds the first occurrence of a target in a collection of data.
- Study an iterative algorithm called insertion sort that sorts a collection of data into non-decreasing order.
- Learn how these algorithms scale as the size of the collection grows.
- Express the amount of work each algorithm performs as a function of the amount of data being processed.

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# Searching



## Built-in Search in Ruby

```
movies = ["up", "wall-e", "toy story",
          "monsters inc", "cars", "bugs life",
          "finding nemo", "the incredibles",
          "ratatouille"]

movies.index("cars")      => 4
movies.index("shrek")     => nil
movies.index("Up")        => nil
movies.include?("wall-e") => true
movies.include?("toy")    => false
```

## A Little More about Strings

You can use relational operators to compare strings.

Comparisons are done character by character using ASCII codes.

```
"smithers" > "burns"      => true
"homер" < "marge"        => true
"homер" < "Marge"        => false
"clancy" > "cletus"       => false
"bart" < "bartholomew"    => true
```

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## Extended ASCII table

1	33 !	65 A	97 a	128 �	161 �	190 �	225 �
2 -	34 "	66 B	98 b	130 �	162 �	194 �	226 �
3 -	35 #	67 C	99 c	131 �	163 �	195 �	227 �
4 -	36 \$	68 D	100 d	132 �	164 �	196 �	228 �
5 -	37 %	69 E	101 e	133 �	165 �	197 �	229 �
6 -	30 &	70 F	102 f	134 �	166 �	198 �	230 &
7 •	39 ,	71 G	103 g	135 �	167 �	199 �	231 �
8 ▀	40 (	72 H	104 h	136 �	168 �	200 �	232 �
9 ▁	41 )	73 I	105 i	137 �	169 �	201 �	233 �
10 -	42 *	74 J	106 j	138 �	170 �	202 �	234 �
11 :	43 +	75 K	107 k	139 <	171 <	203 �	235 �
12 □	44 ,	76 L	108 l	140 �	172 �	204 �	236 �
13 -	45 -	77 M	109 m	141 �	173 -	205 �	237 �
14 ▄	46 .	78 N	110 n	142 �	174 �	206 �	238 �
15 ▌	47 /	79 O	111 o	143 �	175 �	207 �	239 �
16 -	48 \	80 P	112 p	144 �	176 �	208 �	240 �
17 ▲	49 �	81 Q	113 q	145 �	177 �	209 �	241 �
18 ▼	50 �	82 R	114 r	146 �	178 �	210 �	242 �
19 ::	51 �	83 S	115 s	147 �	179 �	211 �	243 �
20 ▽	52 �	84 T	116 t	148 �	180 �	212 �	244 �
21 -	53 �	85 U	117 u	149 �	181 �	213 �	245 �
22 -	54 �	86 V	118 v	150 �	182 �	214 �	246 �
23 -	55 �	87 W	119 w	151 �	183 �	215 �	247 �
24 ^	56 �	88 X	120 x	152 �	184 �	216 �	248 �
25 -	57 �	89 Y	121 y	153 �	185 �	217 �	249 �
26 →	58 :	90 Z	122 z	154 �	186 �	218 �	250 �
27 -	59 ;	91 [	123 {	155 �	187 �	219 �	251 �
28 -	60 <	92 \	124 }	156 �	188 �	220 �	252 �
29 -	61 =	93 ]	125 ~	157 �	189 �	221 �	253 �
30 -	62 >	94 *	126 ~	158 �	190 �	222 �	254 �
31 -	63 ?	95 -	127 �	159 �	191 �	223 �	255 �
32 -	64 @	96 -	128 �	160 �	192 �	224 �	256 �

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# Containment

Design an algorithm that returns **true** if a list contains a desired “key”, or **false** otherwise.

## A contains? method

```
def contains?(list, key)
    index = 0
    while index < list.length do
        if list[index] == key then
            return true ← What happens if we
        end                                execute return before
        index = index + 1                  we reach the end of
    end                                    the method?
    return false
end
```

## A contains? method – version 2

```
def contains?(list, key)
  for item in list do
    if item == key then
      return true
    end
  end
  return false
end
```

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## A contains? method – version 3

```
def contains?(list, key)
  list.each { |item|
    if item == key then
      return true
    end
  }
  return false
end
```

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## A contains? method – version 4

```
def contains?(list, key)
  list.each { |x| return true if x == key }
  return false
end
```

**Important note:** You can use this method on keys of any type, as long as the key's type matches the type of the elements in the array.

## Search

Design an algorithm that returns the index of the first occurrence of a key in a list if the key is present, or **nil** otherwise.

## A search method

```
def search(list, key)
    index = 0
    while index < list.length do
        if list[index] == key then
            return index
        end
        index = index + 1
    end
    return nil
end
```

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## Sorry...

```
def search(list, key)
    for item in list do
        if item == key then
            return index
        end
    end
    return nil
end
```

Why can't we  
do this?

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## Ok, but...

```
def search(list, key)
  for item in list do
    if item == key then
      return list.index(key)
    end
  end
  return nil
end
```

← What's undesirable about this?