

B/9

T.O.I. (int n, char source, char dest, char aux)

```

{
  if (n == 1)
  {
    printf("move 1 from y.c to y.c", aux, dest);
    return;
  }

```

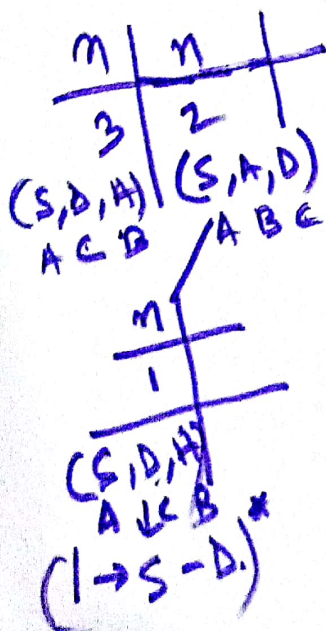
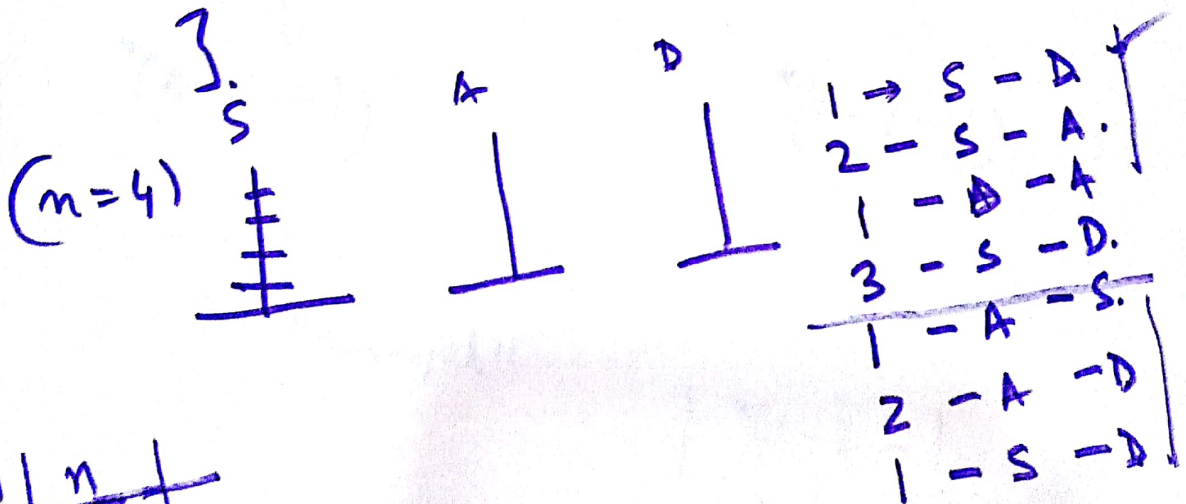
T.O.I (n-1, source, aux, dest);

```

printf("move y.d from y.c to y.c", n, source, dest);

```

T.O.I (n-1, aux, dest, source);

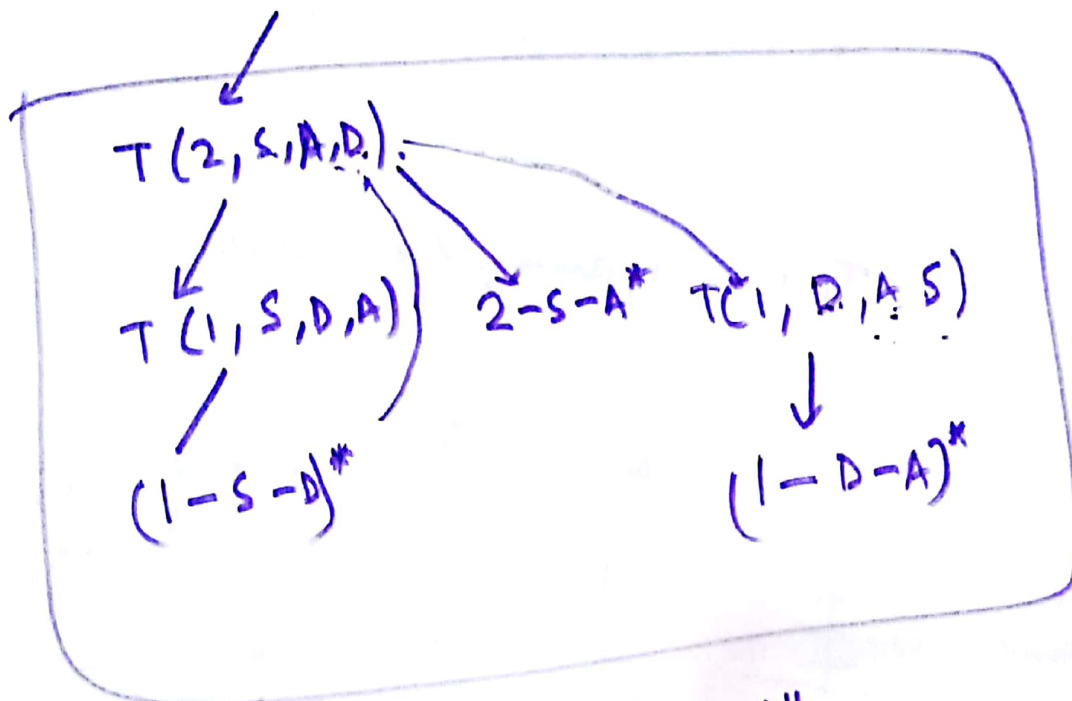


```

Tol (n, s, D, A).
{
  if (n == 1) { printf ("1-s-D"); return; }
  T (n-1, s, A, D);
  printf ("n-s-D");
  T (n-1, A, D, s);
}

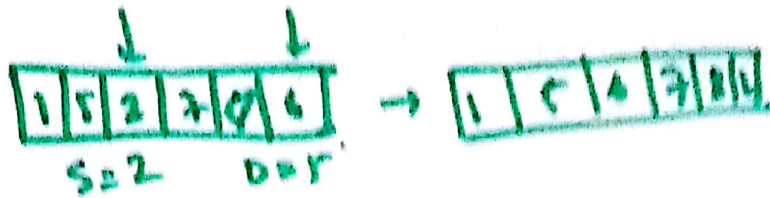
```

$T(3, s, D, A) \rightarrow (3-s-D)^*$



"document"

$(1-s-D)^*$
 $(2-s-A)$
 $(1-D-A)$



int find_min (int a[], int n).
 ↑
 index

* function is actually not only returning minimum but also the place where minimum is.

int swap (int a[], int n, int s, int d)

selection-sort (int a[], int n)

{ for (i = n; i > 20; i--).

{ k = find_min (a, i);

swap (a, i, k, i-1);

}

}

ss (int a[], int n).

{ if (n == 1) return;

k = find_min (a, n);

swap (a, n, k, n-1);

ss (a, n-1);

}

Cross-product / dot product
↓

$$|a| \times |b| = a \cdot b \cdot \cos \theta$$



$\cos \theta$ → implication?
Cosine similarity