Cheatography

hopefullygood Cheat Sheet

by noxlock via cheatography.com/97687/cs/20913/

Bases

0x0F > 0000 1111

Convert by each byte for bitstr-

ings.

1100 + 11 =

1100 + 0011

Pad from the left.

0x0F + 0x0A

15 + 10 = 25

REMEMBER TO CONVERT

BASES BACK UNLESS

STATED OTHERWISE

Logic		
р	implies	q
0	0	1
0	1	1
1	0	0
1	1	1
р	or	q
0	0	0
0	1	1
1	0	1
1	1	1
р	and	q
0	0	0
0	1	0
1	0	0
1	1	1

Sets

Sets have no duplicates, and are unordered.

set('john, stop')

= {'j', 'o', 'h', 'n', ',' ", 's', 't', 'o', 'p'}

commas and spaces count as

characters

 $A = \{j, o, h, n\}, B = \{s, t, o, p\}$

 $A \bigcup B = \{j, o, h, n, s, t, o, p\}$

 $A \cap B = \{o\}$

 $A - B = \{j, h, n\}$

 $Symdiff = A \bigcup B - A \bigcap B =$

{j, h, n, s, t, p}

= XOR

Graphs

edges E

For $(v, w) \in E \Rightarrow (w, v) \in E$ to be true...

It must be an undirected graph. (v,w) is an edge in the set of all

Trees are graphs but cannot have cycles.

Edge list: (NODE, COST, NODE)

Big O

Most Efficient

O(1)

O(logn)

O(n)

O(nlogn)

O(n^2)

O(n!)

Least Efficient

logn is hopping halfway between

Functions

Domain = Source/Left

Range = Result/Right

A relation can be thought of as a set that contains every pair

which maps from

an element in the domain to an

element in the range.

For a function, every element in the range is mapped to from a unique element in the domain.

This is to say, that an element on the left of this diagram can

ONLY map to ONE element on the right.

Matrices

1 x 2 2 x 1

[5, 7] [3]

[4]

If the two inside numbers are the

same, dot product can be

performed, the resulting matrix is

the rows x column

Relations

Domain/Range is the same

RELATIONS CAN MAP

MULTIPLE DOMAIN

ELEMENTS TO A RANGE

ELEMENT

Transitive

Triangle line.

I'm taller than Pramod, who is

taller than Alex, therefore, I'm

taller than Alex.

x>y, y>z => x>z

Reflexive

Diagonal line I know myself

X=X

Symmetric

Diagonal with identical results

mirrored.

They're sitting across from me, therefore I'm sitting across from

thom

x+y/2 = y => x=y



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cheatography.com/noxlock/

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