■ CHAPTER 3 ■

									[1]W														
									O											[2]G			
							[3]S		R			[4]O								R			
					[5]O		T		S			P					[6]B			E			
			[7]S	U	B	J	E	C	T	I	V	E			[8]A	V	E	R	A	G	E			
					J		P					R					N			K		[9]P	
					E				[10]I			A					C			[11]C			R	
[12]P	R	E	D	I	C	T	I	O	N			T					H			O			O	
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	[13]C	O	M	P	I	L	[14]E		T			O			[15]I		A			S			I	
					V		M		A			N		[16]I	N	T	R	A	C	T	A	B	L	E
[17]B	E	F	O	R	E		P		N			S			P		K			A			I	
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Across

7. Algorithm style is a _____ measure [SUBJECTIVE]
8. The theta notation is used to represent the _____ case complexity [AVERAGE]
12. Linear regression is a _____ tool [PREDICTION]
13. The two time factors are run time and _____ time [COMPILE]
16. Problems that do not have feasible solutions and cannot be solved within a reasonable amount of time is called _____ problems [INTRACTABLE]
17. A priori or mathematical analysis is applied _____ program is developed [BEFORE]
18. An addition or comparison is called a basic or _____ operation [ELEMENTARY]
19. A branch of study that deals with posteriori analysis is called an experimental _____ [ALGORITHMICS]

Down

1. The big-Oh notation is used to represent the _____ case complexity of an algorithm [WORST]
2. Asymptotics is a _____ word for 'approximation' [GREEK]
3. A meaningful instruction is called a program _____ [STEP]
4. Run-time can be measured using step count or _____ count [OPERATIONS]
5. Time and space are examples of _____ measures [OBJECTIVE]
6. A standard dataset of all valid inputs is called a _____ dataset [BENCHMARK]
9. Compilation of all statistics of an algorithm or a program is called _____ [PROFILING]
10. All valid inputs are called _____ of an algorithm [INSTANCES]
11. O(1) is used to represent algorithms that take _____ time [CONSTANT]
14. Analysis that is performed after a program is developed is called a posteriori or _____ analysis [EMPIRICAL]
15. Rate of growth is the study of the growth of an algorithm for different values of _____ [INPUT]

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