```
(1)  sum = 0;
     for( i = 0; i < n; ++i )
         ++sum;
(2)  sum = 0;
     for( i = 0; i < n; ++i )
         for( j = 0; j < n; ++j )
             ++sum;
(3)  sum = 0;
     for( i = 0; i < n; ++i )
         for( j = 0; j < n * n; ++j )
             ++sum;
(4)  sum = 0;
     for( i = 0; i < n; ++i )
         for( j = 0; j < i; ++j )
             ++sum;
(5)  sum = 0;
     for( i = 0; i < n; ++i )
         for( j = 0; j < i * i; ++j )
             for( k = 0; k < j; ++k )
                 ++sum;
(6)  sum = 0;
     for( i = 1; i < n; ++i )
         for( j = 1; j < i * i; ++j )
             if( j % i == 0 )
                 for( k = 0; k < j; ++k )
                     ++sum;
```

2.8 Suppose you need to generate a *random* permutation of the first N integers. For example, {4, 3, 1, 5, 2} and {3, 1, 4, 2, 5} are legal permutations, but {5, 4, 1, 2, 1} is not, because one number (1) is duplicated and another (3) is missing. This routine is often used in simulation of algorithms. We assume the existence of a random number generator, `r`, with method `randInt(i,j)`, that generates integers between `i` and `j` with equal probability. Here are three algorithms:

1. Fill the array `a` from `a[0]` to `a[N-1]` as follows: To fill `a[i]`, generate random numbers until you get one that is not already in `a[0]`, `a[1]`, . . . , `a[i-1]`.
2. Same as algorithm (1), but keep an extra array called the *used* array. When a random number, `ran`, is first put in the array `a`, set `used[ran] = true`. This means that when filling `a[i]` with a random number, you can test in one step to see whether the random number has been used, instead of the (possibly) `i` steps in the first algorithm.
3. Fill the array such that `a[i] = i+1`. Then

```
for( i = 1; i < n; ++i )
    swap( a[ i ], a[ randInt( 0, i ) ] );
```

a. Prove that all three algorithms generate only legal permutations and that all permutations are equally likely.