

Window Proc

```
{
  static pCount = 0;
  static Time = 0;

```

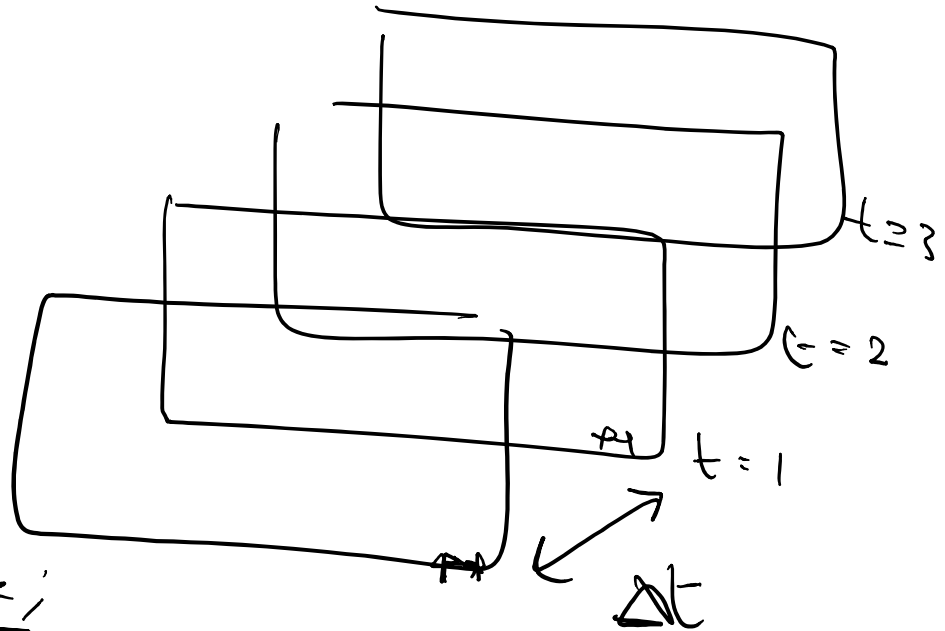
```
WM_PAINT ++ Time;
pCount = 0;

```

```
→ ++ pCount ✓
```

```
cout << Time;
sleep(1);
Invalidate
```

}



Struct { int sec
int (r)

0	1	2	3	4	5
10	20	30	40	50	60

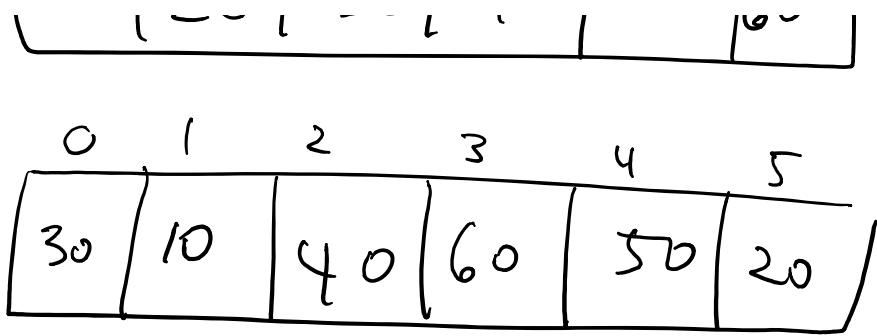
(0, 323)

(1, 19280)

(2, 50)



$N \log N$



- (1, 280)
- (2, 50)
- (3, 889)
- (4, 1002)
- (5, 913)

$N \log N$

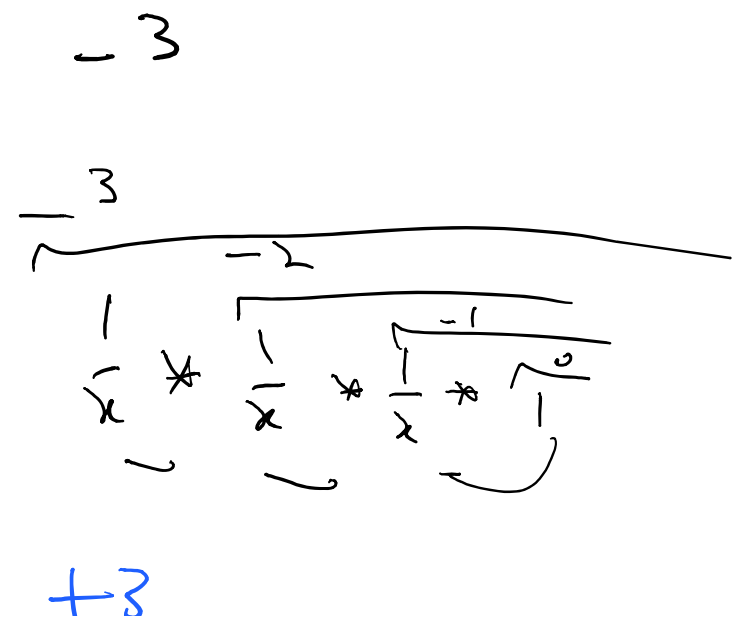
- (2, 50)
- (0, 323)
- (3, 889)
- (5, 913)
- (4, 1002)
- (1, 1928)

myPow

```

n == 0
  ret 1

n < 0
  (1/x) * myPow(x, n+1)
  x * myPow(x, n-1)
  
```



||| $x * mp(n, \underline{n-1})$

+3
+2
+1
 $x * x * x$
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