

Question - 1

SCORE: 5 points

What does MergeSort have in common with QuickSort

Using your knowledge of MergeSort and QuickSort, choose which of the following statements is true.



They each tend to be $O(n \log n)$ in the average case; they are both recursive, operating on two or more partitions.



They are both "stable" sorts



They both use a lot of extra memory



Unlike Quicksort, MergeSort can benefit from having a recursion cutoff which uses InsertionSort.

Question - 2

SCORE: 4 points

Quick sort randomization step

Why does quick sort shuffle the input before starting work? Isn't that counter-productive?

Question - 3

SCORE: 5 points

Minimum number of compares

What is the theoretical minimum number of compares that a sort algorithm must perform when data is randomly shuffled prior to the sort?



n



n^2



$n \lg n$



$n!$

Question - 4

SCORE: 30 points

Quick Sort Three Way Implementation

Implement the quick sort using 3-way partitioning implementation, also you are required to do the insertion sort cutoff using the provided insertion sort function.

Cutoff to insertion sort: As with most recursive algorithms, an easy way to improve the performance of quicksort is based on the

following two observations:

- Quicksort is slower than insertion sort for tiny subarrays.

- Being recursive, quicksort's `sort()` is certain to call itself for tiny subarrays. Accordingly, it pays to switch to insertion sort for tiny subarrays.

Sample Input

5

5 4 3 1 2

The first line is size of the array.

The second line is the value of the intergers in the array, ie. The elements in the array

Sample output:

1 2 3 4 5

The output is the sorted array

Please note: you are not allowed to use the `Arrays.sort()` method.