Experiment 4(B)

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Subject Name: Advanced Programming Lab-1 **Subject Code: 22CSP-314**

1. Title: Quick Sort 1 - Partition

2. Objective:

The previous challenges covered Insertion Sort, which is a simple and intuitive sorting algorithm with a running time of . In these next few challenges, we're covering a *divide-and-conquer* algorithm called Quick Sort (also known as *Partition Sort*). This challenge is a modified version of the algorithm that only addresses partitioning.

3. Algorithm:

a) **Input**: An unsorted vector arr of integers.
b) **Choose Pivot**:
- Select the first element of the array as the pivot.

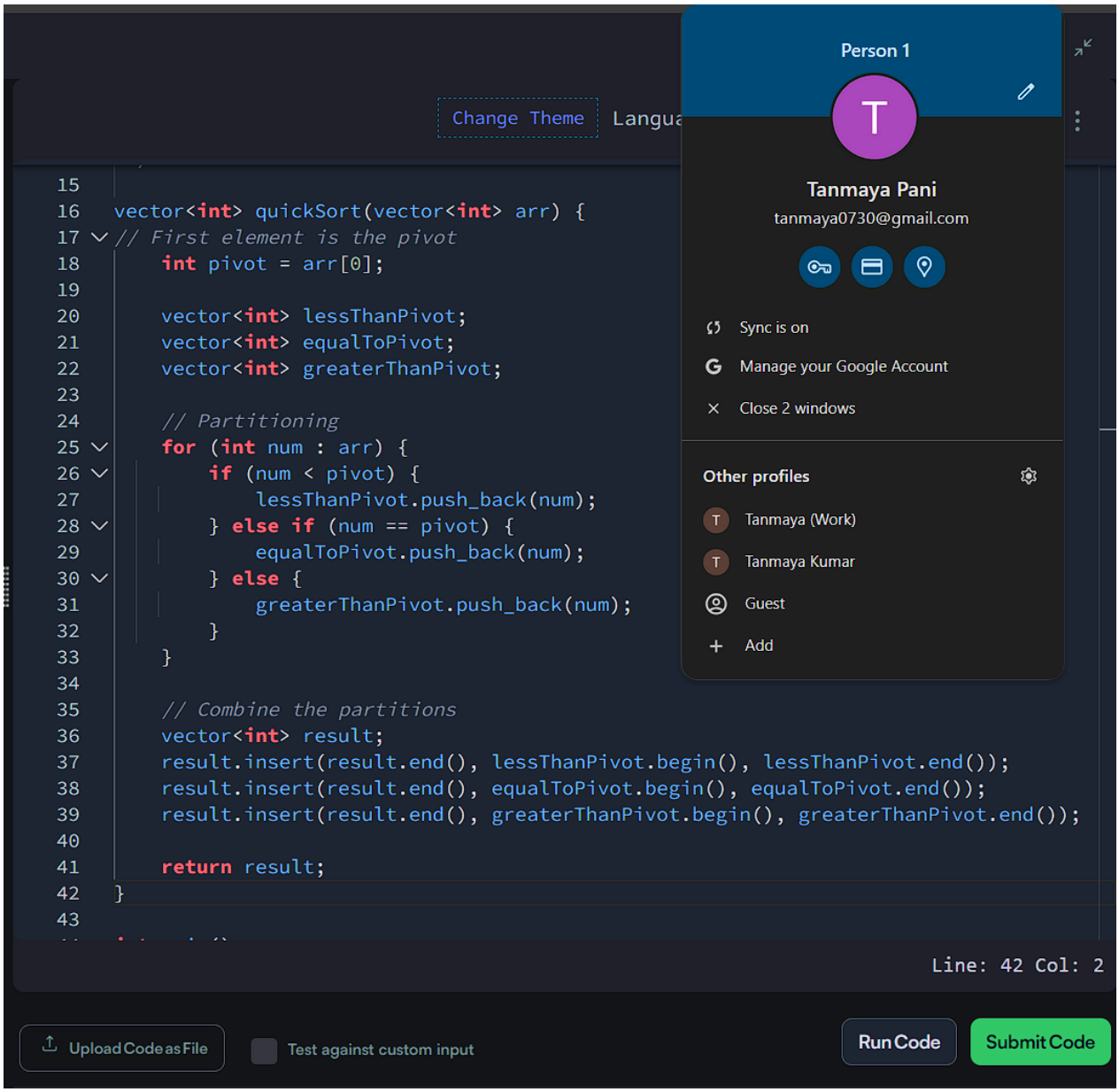
c) **Partitioning**:
- Create three empty vectors: lessThanPivot, equalToPivot, and greaterThanPivot.
- Iterate through each element in the array:
  - If the element is less than the pivot, add it to lessThanPivot.
  - If the element equals the pivot, add it to equalToPivot.
  - If the element is greater than the pivot, add it to greaterThanPivot.

d) **Recursive Sorting**:
- Recursively apply the same procedure to lessThanPivot and greaterThanPivot (not shown in your code).
- **Base Case**: When the vector has 1 or 0 elements, it is already sorted.

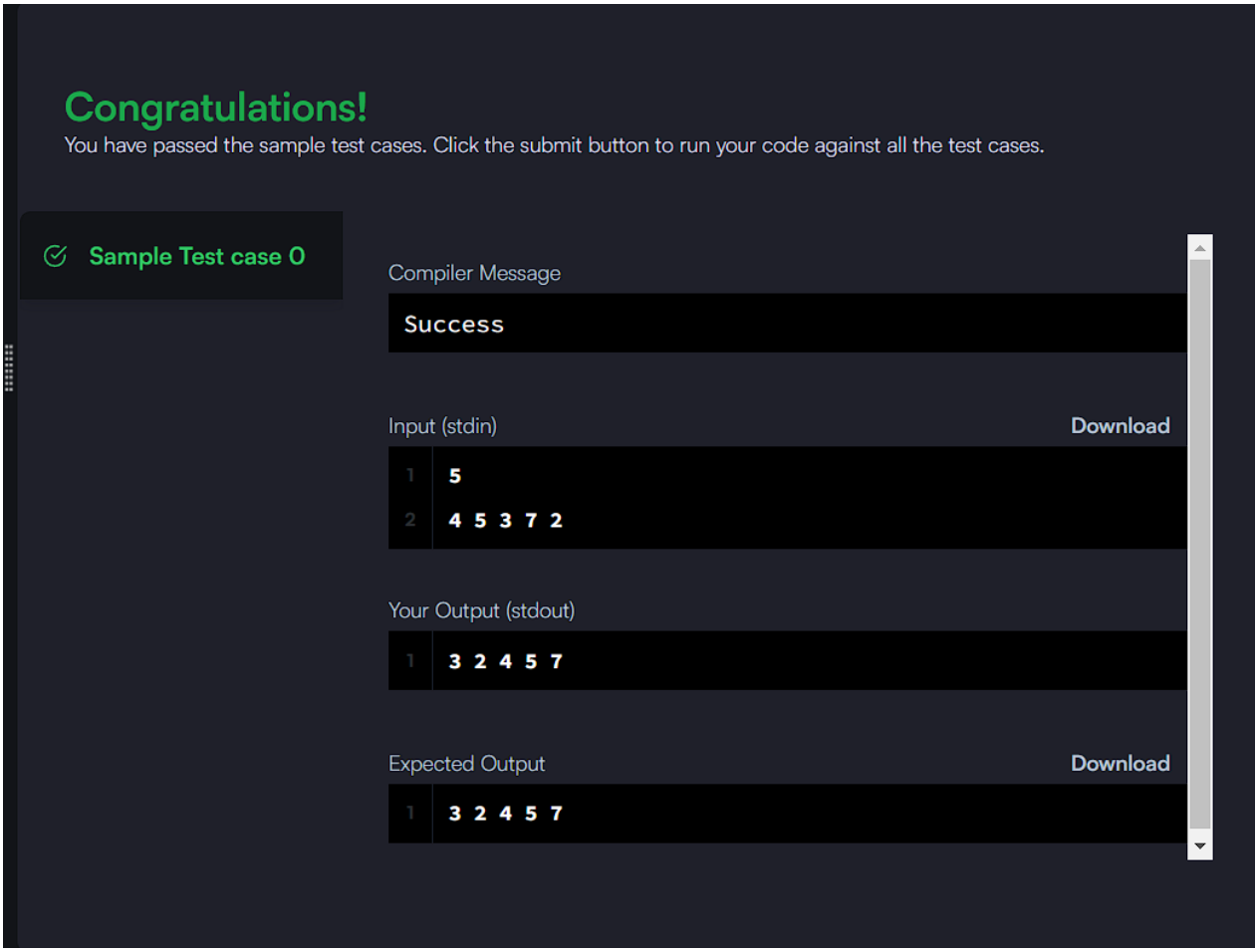
e) **Combine**:
- Concatenate lessThanPivot, equalToPivot, and greaterThanPivot into a single vector.

f) **Return**:
- Return the sorted vector.

4. Implementation/Code:



5. Output:



6. Learning Outcomes:

• **Understanding Divide and Conquer**: Learn how QuickSort uses the divide-and-conquer strategy to recursively break down the problem of sorting into smaller subproblems.
• **Efficient Partitioning**: Gain insights into partitioning techniques that separate elements based on their relationship to a pivot, facilitating faster sorting.
• **Handling Worst-Case Scenarios**: Recognize how improper pivot selection can affect performance and explore ways to mitigate this issue (e.g., using random pivot selection or median-of-three).

7. Time Complexity: O (n logn)

8. Space Complexity: O(n)