University of Engineering and Technology, Lahore (New Campus)

Department of Electrical Engineering and Technology

**Data Structures and Algorithms**

Lab 10 &11: Sorting

**Q1):** Write a program that implements the following functions:

**Functions:**

1. Selection\_sort().

**void selectionSort(int arr[], int lenght)**

**{**

**int min\_idx;**

**for (int i = 0; i < lenght - 1; i++) {**

**// Find the minimum element in**

**// unsorted array**

**min\_idx = i;**

**for (int j = i + 1; j < lenght; j++) {**

**if (arr[j] < arr[min\_idx])**

**min\_idx = j;**

**}**

**// Swap the found minimum element**

**// with the first element**

**if (min\_idx != i)**

**swap(arr[min\_idx], arr[i]);**

**}**

1. Bubble\_sort().

**int bubbleSort(int arr[], int length)**

**{**

**int temp;**

**for (int j = 0; j < length; j++)**

**{**

**int swap = 0;**

**for (int i = 0; i < length-1; i++)**

**{**

**if (arr[i] > arr[i+1])**

**{**

**temp = arr[i];**

**arr[i]= arr[i+1];**

**arr[i+1]= temp;**

**swap = swap + 1;**

**}**

**}**

**}**

**}**

1. Insertion\_sort().

**void insertionSort(int arr[], int length)**

**{**

**int i, j, key;**

**for (i = 1; i < length; i++) {**

**key = arr[i];**

**j = i - 1;**

**// Move elements of arr[0..i-1],**

**// that are greater than key,**

**// to one position ahead of their**

**// current position**

**while (j >= 0 && arr[j] > key) {**

**arr[j + 1] = arr[j];**

**j = j - 1;**

**}**

**arr[j + 1] = key;**

**}**

**}**

1. Merge\_sort().

**void mergesort(int arr[], int left, int mid, int right)**

**{**

**int n1 = mid - left + 1;**

**int n2 = right - mid;**

**int\* left\_half = new int[n1];**

**int\* right\_half = new int[n2];**

**// Copy data to temp arrays left\_half[] and right\_half[]**

**for (int i = 0; i < n1; i++)**

**left\_half[i] = arr[left + i];**

**for (int j = 0; j < n2; j++)**

**right\_half[j] = arr[mid + 1 + j];**

**// Merge the temp arrays back into arr[l..r]**

**int i = 0, j = 0, k = left;**

**while (i < n1 && j < n2)**

**{**

**if (left\_half[i] <= right\_half[j])**

**{**

**arr[k] = left\_half[i];**

**i++;**

**}**

**else**

**{**

**arr[k] = right\_half[j];**

**j++;**

**}**

**k++;**

**}**

**// Copy the remaining elements of left\_half[], if any**

**while (i < n1)**

**{**

**arr[k] = left\_half[i];**

**i++;**

**k++;**

**}**

**// Copy the remaining elements of right\_half[], if any**

**while (j < n2)**

**{**

**arr[k] = right\_half[j];**

**j++;**

**k++;**

**}**

**delete[] left\_half;**

**delete[] right\_half;**

**}**

**// for recursively call merge sort because its recursive sort**

**// cutting array recursively**

**void merge\_sort(int arr[], int left, int right)**

**{**

**if (left<right)**

**{**

**int mid = left+(right-left)/2;**

**merge\_sort(arr, left, mid);**

**merge\_sort(arr, mid + 1, right);**

**mergesort(arr,left,mid,right);**

**}**

**}**

1. Quick\_sort().

**int partition(int arr[], int start, int end)**

**{**

**int pivot = arr[start];**

**int count = 0;**

**for (int i = start + 1; i <= end; i++) {**

**if (arr[i] <= pivot)**

**count++;**

**}**

**// Giving pivot element its correct position**

**int pivotIndex = start + count;**

**swap(arr[pivotIndex], arr[start]);**

**// Sorting left and right parts of the pivot element**

**int i = start, j = end;**

**while (i < pivotIndex && j > pivotIndex) {**

**while (arr[i] <= pivot) {**

**i++;**

**}**

**while (arr[j] > pivot) {**

**j--;**

**}**

**if (i < pivotIndex && j > pivotIndex) {**

**swap(arr[i++], arr[j--]);**

**}**

**}**

**return pivotIndex;**

**}**

**void quickSort(int arr[], int start, int end)**

**{**

**// base case**

**if (start >= end)**

**return;**

**// partitioning the array**

**int p = partition(arr, start, end);**

**// Sorting the left part**

**quickSort(arr, start, p - 1);**

**// Sorting the right part**

**quickSort(arr, p + 1, end);**

**}**

1. Heap\_sort()

**void heapify(int arr[], int length, int index) {**

**int largest = index;**

**int left = 2 \* index + 1;**

**int right = 2 \* index + 2;**

**if (left < length && arr[left] > arr[largest]) {**

**largest = left;**

**}**

**if (right < length && arr[right] > arr[largest]) {**

**largest = right;**

**}**

**if (largest != index) {**

**swap(arr[index], arr[largest]);**

**heapify(arr, length, largest);**

**}**

**}**

**void heapsort(int arr[], int length) {**

**// Build heap (rearrange array)**

**for (int i = length / 2 - 1; i >= 0; i--) {**

**heapify(arr, length, i);**

**}**

**// One by one extract an element from heap**

**for (int i = length - 1; i >= 0; i--) {**

**// Move current root to end**

**swap(arr[0], arr[i]);**

**// call max heapify on the reduced heap**

**heapify(arr, i, 0);**

**}**

**}**

1. Radix\_sort() & Count\_sort()

**int getMax(int arr[], int n)**

**{**

**int mx = arr[0];**

**for (int i = 1; i < n; i++)**

**if (arr[i] > mx)**

**mx = arr[i];**

**return mx;**

**}**

**void countSort(int arr[], int length, int exp)**

**{**

**// output array**

**int output[length];**

**int i, count[10] = { 0 };**

**// Store count of occurrences in count[]**

**for (i = 0; i < length; i++)**

**count[(arr[i] / exp) % 10]++;**

**// Change count[i] so that count[i] now contains actual**

**// position of this digit in output[]**

**for (i = 1; i < 10; i++)**

**count[i] += count[i - 1];**

**// Build the output array**

**for (i = length - 1; i >= 0; i--) {**

**output[count[(arr[i] / exp) % 10] - 1] = arr[i];**

**count[(arr[i] / exp) % 10]--;**

**}**

**// Copy the output array to arr[], so that arr[] now**

**// contains sorted numbers according to current digit**

**for (i = 0; i < length; i++)**

**arr[i] = output[i];**

**}**

**// The main function to that sorts arr[] of size n using**

**// Radix Sort**

**void radixsort(int arr[], int length)**

**{**

**// Find the maximum number to know number of digits**

**int m = getMax(arr, length);**

**// Do counting sort for every digit. Note that instead**

**// of passing digit number, exp is passed. exp is 10^i**

**// where i is current digit number**

**for (int exp = 1; m / exp > 0; exp \*= 10)**

**countSort(arr, length, exp);**

**}**

1. Bucket\_sort()

**void bucketsort(float arr[], int length) {**

**const int bucketSize = 10; // Define the number of buckets**

**float maxVal = \*max\_element(arr, arr + length);**

**// Find the maximum value in the array**

**float minVal = \*min\_element(arr, arr + length);**

**// Find the minimum value in the array**

**// Create an array of buckets**

**float buckets[bucketSize][length];**

**// Initialize buckets**

**for (int i = 0; i < bucketSize; i++) {**

**fill\_n(buckets[i], length, -1);**

**// Initialize each bucket with -1**

**}**

**// Scatter the array elements into buckets**

**for (int i = 0; i < length; i++) {**

**int index = (int)((arr[i] - minVal) / (maxVal - minVal) \* (bucketSize - 1));**

**int j = 0;**

**while (buckets[index][j] != -1) {**

**j++;**

**}**

**buckets[index][j] = arr[i];**

**}**

**// Sort individual buckets and merge them back into the original array**

**int index = 0;**

**for (int i = 0; i < bucketSize; i++) {**

**InsertionSort(buckets[i], length);**

**for (int j = 0; j < length; j++) {**

**if (buckets[i][j] != -1) {**

**arr[index++] = buckets[i][j];**

**}**

**}**

**}**

**}**

**Q2) Main Function:**

**int main()**

**{**

**int n, store[500];**

**const char\* file\_open = "array\_data.txt";**

**readdata(file\_open, store, n);**

**printing(store, n);**

**cout<<"HeapSort Applying................."<<endl;**

**// Measure run-time for HeapSort**

**auto start = high\_resolution\_clock::now();**

**heapsort(store, n);**

**auto stop = high\_resolution\_clock::now();**

**auto duration = duration\_cast<milliseconds>(stop - start);**

**cout << "HeapSort Time: " << duration.count() << " milliseconds" << endl;**

**printing\_sorted\_arrays(store,n);**

**cout<<"CountSort Applying................."<<endl;**

**start = high\_resolution\_clock::now();**

**CountSort(store, n);**

**stop = high\_resolution\_clock::now();**

**duration = duration\_cast<milliseconds>(stop - start);**

**cout << "CountSort Time: " << duration.count() << " milliseconds" << endl;**

**printing\_sorted\_arrays(store,n);**

**cout<<"RadixSort Applying................."<<endl;**

**start = high\_resolution\_clock::now();**

**radixsort(store, n);**

**stop = high\_resolution\_clock::now();**

**duration = duration\_cast<milliseconds>(stop - start);**

**cout << "RadixSort Time: " << duration.count() << " milliseconds" << endl;**

**printing\_sorted\_arrays(store,n);**

**cout<<"BubbleSort Applying................."<<endl;**

**start = high\_resolution\_clock::now();**

**bubbleSort(store, n);**

**stop = high\_resolution\_clock::now();**

**duration = duration\_cast<milliseconds>(stop - start);**

**cout << "BubbleSort Time: " << duration.count() << " milliseconds" << endl;**

**printing\_sorted\_arrays(store,n);**

**cout<<"QuickSort Applying................."<<endl;**

**start = high\_resolution\_clock::now();**

**quickSort(store, 0, n - 1);**

**stop = high\_resolution\_clock::now();**

**duration = duration\_cast<milliseconds>(stop - start);**

**cout << "QuickSort Time: " << duration.count() << " milliseconds" << endl;**

**printing\_sorted\_arrays(store,n);**

**cout<<"BucketSort Applying................."<<endl;**

**start = high\_resolution\_clock::now();**

**int len = 9;**

**float array[len] = {8.48, 5.27, 9.10, 7.89, 3.01, 2.48, 6.32, 1.95, 1.27};**

**bucketsort(array, n);**

**stop = high\_resolution\_clock::now();**

**duration = duration\_cast<milliseconds>(stop - start);**

**cout << "BucketSort Time: " << duration.count() << " milliseconds" << endl;**

**fprinting\_sorted\_arrays(array,len);**

**cout<<"InsertionSort Applying................."<<endl;**

**start = high\_resolution\_clock::now();**

**insertionSort(store, n);**

**stop = high\_resolution\_clock::now();**

**duration = duration\_cast<milliseconds>(stop - start);**

**cout << "InsertionSort Time: " << duration.count() << " milliseconds" << endl;**

**printing\_sorted\_arrays(store,n);**

**cout<<"MergeSort Applying................."<<endl;**

**start = high\_resolution\_clock::now();**

**merge\_sort(store,0,n-1);**

**stop = high\_resolution\_clock::now();**

**duration = duration\_cast<milliseconds>(stop - start);**

**cout << "MergeSort Time: " << duration.count() << " milliseconds" << endl;**

**printing\_sorted\_arrays(store,n);**

**cout<<"SelectionSort Applying................."<<endl;**

**start = high\_resolution\_clock::now();**

**selectionSort(store, n);**

**stop = high\_resolution\_clock::now();**

**duration = duration\_cast<milliseconds>(stop - start);**

**cout << "SelectionSort Time: " << duration.count() << " milliseconds" << endl;**

**printing\_sorted\_arrays(store,n);**

**return 0;**

**}**

Functions for plotting graphs:

Codes:

Certainly! Our code executes various sorting algorithms on an array of integers read from a file, measuring their execution times using `std::chrono`. After sorting, it prints the sorted arrays along with the time taken by each algorithm. To enhance readability and efficiency, you can use concise naming conventions, organize the code into functions for each sorting algorithm, and optimize where possible. For visualizing the results, you can plot execution time against the number of entries using a logarithmic scale for the x-axis, with each algorithm represented by a different color. This approach helps in comparing the performance of sorting algorithms and understanding their efficiency for different input sizes.

**Header files:**

**#include <iostream>**

**#include <fstream>**

**#include <algorithm>**

**#include <chrono>**

**#include <time.h>**

**#include <random>**

**using namespace std;**

**using namespace std::chrono;**

**Random Data Generator:**

**void generateRandomData(int arr[], int size) {**

**random\_device rd;**

**mt19937 gen(rd());**

**uniform\_int\_distribution<> dis(1, 1000);**

**for (int i = 0; i < size; ++i) {**

**arr[i] = dis(gen);**

**}**

**}**

**Saving time data in CSV file:**

**void saveTimingData(const string& filename, const string& algorithm, int size, long long duration) {**

**ofstream file(filename, ios::app);**

**if (file.is\_open()) {**

**file << algorithm << "," << size << "," << duration << endl;**

**file.close();**

**} else {**

**cout << "Unable to open file: " << filename << endl;**

**}**

**}**