ADDS PRAC8 DESIGN

QuickSort

+vector<int>&qs

+int first

+int last

-virtual void Sorting();

-Sort();

Sort

+ field: type

-virtual void Sorting();

-Sort();

BubbleSort
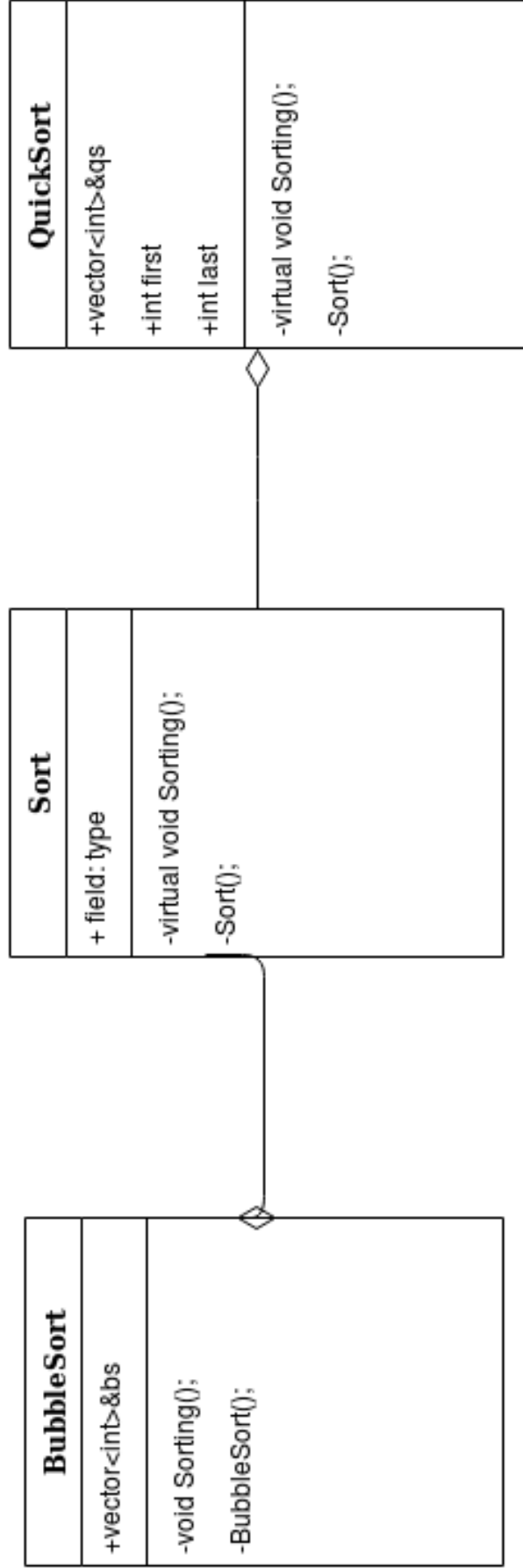
+vector<int>&bs

-void Sorting();

-BubbleSort();

GRAPH:

REcursiveBInarySearch

+vector<int>&bins

+int start

+int last

-RecursiveBInarySearch();

-int binary_search();