Coding Assignment 3

CSE3318

Your program will run and time Merge Sort and Insertion Sort. You will create multiple input file of different sizes using the file generator. You will record these run times in a provided spreadsheet and graph the outputs to look for patterns. You will be asked to write a conclusion about the run times of Merge Sort and Insertion Sort.

Name your program $Code3_{xxxxxxxxxxx}$ c where xxxxxxxxx is your student id (not netid). My file would be named $Code3_{100074079}$.c.

Please place the following files in a zip file with a name of Code3_xxxxxxxxxxx.zip and submit the zip file.

A zip file is used to avoid Canvas's file renaming convention. TestFile.txt should only contain 10 records.

Reminder – ANY compiler warning(s) or error(s) when compiled on a newer version of gcc or Omega will result in an automatic 0. This applies no matter what the warning/error is. You will need to code so that your final program will compile cleanly and run on both gcc and Omega.

Coding Assignment 3 will use a lot of code from Coding Assignment 2. You should copy Coding Assignment 2 to Coding Assignment 3.

Step 1

Add Merge Sort code to your code (remember, you copied Coding Assignment 2 to Coding Assignment 3 so Coding Assignment 3 already has Insertion Sort in it and the ability to get a file from the command line and the ability to read that file into an array – keep all of that code). You can copy the merge sort code from the lecture slides or copy it from an Internet source. The code MUST BE in C. If you are copying from an Internet source, make sure you are getting MERGE SORT and not some other version of sort. Your assignment will not be graded and you will be assigned a grade of 0 if the code you submit is not in C and is not merge sort.

NOTE: At this point, you can take a copy of this working code and add some print statements and practice for the OLQ. Create your own input file and see if your printouts match the values you manually came up with – start with the array explained in lecture and see if your program and your manual calculations match the OLQ Study Guide document.

You should already have the Insertion Sort coding from Coding Assignment 2 – keep it in Coding Assignment 3.

The merge sort code will run and then the insertion sort code will run. They are both in the same program to give both processes approximately the same run environment (rather than put them in separate programs).

Step 2

Run your 7 files from Coding Assignment 2 on your PC and on Omega. Record the number of tics output by the program for each file of *n* records in the "Output_xxxxxxxxxxxxxxxxxxxx file you downloaded from Canvas for Coding Assignment 3 (do not use the spreadsheet from Coding Assignment 2 – download a new one from Coding Assignment 3 – it has changed). Once you have recorded all of those values in your spreadsheet, create a chart of the "n and PC tics" and a chart of the "n and Omega tics" using the same technique used with the Big O values in the video. All 3 graphs will be in the "Results" tab of the spreadsheet. You will add one graph that shows both the MergeSort AND Insertion Sort results from Your PC in one graph. You will add another graph that shows both the MergeSort AND Insertion Sort results from Omega in one graph.

Make sure you use the numbers from Coding Assignment 3 for the Insertion Sort tics. DO NOT reuse the tics from Coding Assignment 2. Your values will be checked and you will be given a 0 on the whole assignment if you reuse the values.

Step 3

Go to the "Conclusions" tab of the spreadsheet. Write a paragraph and answer the following questions

- 1. What do the 3 charts show you?
- 2. How similar did your graphs for each sort come out on the PC vs Omega vs Big O Notation?
- 3. Were you surprised by the differences between the run times of Merge Sort vs Insertion Sort?
- 4. How did your tics on Omega compare to your PC?

Write your paragraph in the box in the "Conclusions" tab of the spreadsheet. Sufficiently answer ALL of these questions or lose points.

Notes

Run Merge Sort on the array and then free() it and malloc() it again and fill it again and then run Insertion Sort. Do not run both sorts on the same copy of the array. Do not try to make a copy of the array – this assignment uses VERY large arrays and you will not have enough memory to hold 2 copies.

Using TestFile.txt, run your new version and confirm that it sorts correctly and uses the file as input by compiling your code with the conditional compile.

```
gcc Code3 xxxxxxxxxxx.c -D PRINTARRAY
```

It will be harder and harder to see the proper sorting as your file grows so confirm your coding with smaller tests. The conditional compile will allow the GTA to test your program as well. Compile without the conditional compile when you start running the tests so that you do not print the larger arrays.

Psuedocode for main()

```
main
```

declare array pointer
Call function to read file into array

#ifdef PRINTARRAY
Print the array (should be unsorted)
#endif

Start the clock for Merge Sort Call Merge Sort Stop the clock for Merge Sort

#ifdef PRINTARRAY
Print the array (should be sorted)
#endif

Free the malloced pointer

Call function to read file into array

#ifdef PRINTARRAY
Print the array (should be unsorted)
#endif

Start the clock for Insertion Sort Call Insertion Sort Stop the clock for Insertion Sort

#ifdef PRINTARRAY
Print the array (should be sorted)
#endif

Free the malloced pointer

print how many records were in the file/array

print how many tics were used by Merge Sort print how many tics were used by Insertion Sort

Without the conditional compile (sample data – your data and results will be different)

```
./a.out TestFile.txt
Processed 10 records
Merge Sort = 3
Insertion Sort = 1
```

With the conditional compile (sample data – your data and results will be different)

```
./a.out TestFile.txt
74079
21259
59758
25398
4381
62060
61981
59743
21162
32541
4381
21162
21259
25398
32541
59743
59758
61981
62060
74079
74079
21259
59758
25398
4381
62060
61981
59743
21162
32541
```

Merge Sort = 3 Insertion Sort = 1