Project 11 Documentation

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CS 202

This was probably my favorite project out of the year. After working with monotonous classes for so long coding some algorithms was refreshing. I liked the puzzle aspect of recursion instead of the type and pray mentality that comes with class building. Anyways I implemented a kind of quick sort algorithm and a binary search algorithm to be used on a vector int array. Although any other kind of array could also be used so long as the data type is compatible with comparison operators.

My “quicksort” function is really more of a bubble sort although it’s implemented like a quicksort with the pivot being chosen as the last element in the array. The recursive aspect was kind of challenging to work with at first but it proved manageable with a little bit of thinking.

The binary search was rather challenging for a bit since I for some reason that the middle element between two numbers would be (front-back)/2 instead of that added to the front. But after a bit I figured it out and it works like a charm. A great implementation of a binary search if I say so.

I would love to compare my functions to those in the STD library but was having trouble linking them and was very busy this weekend. However, I like working with algorithms and will look forward to the class I’ll be taking on them. Although I imagine I am going to be sick of search and sort in no time.