```
!nvcc --version
%env OMP_NUM_THREADS=3
     nvcc: NVIDIA (R) Cuda compiler driver
     Copyright (c) 2005-2023 NVIDIA Corporation
    Built on Tue_Aug_15_22:02:13_PDT_2023
Cuda compilation tools, release 12.2, V12.2.140
     Build cuda_12.2.r12.2/compiler.33191640_0
    env: OMP_NUM_THREADS=3
%%writefile merge.cpp
#include<iostream>
#include<stdlib.h>
#include<omp.h>
using namespace std;
void mergesort(int a[],int i,int j);
void merge(int a[],int i1,int j1,int i2,int j2);
void mergesort(int a[],int i,int j)
    int mid;
    if(i<j)
        mid=(i+j)/2;
        #pragma omp parallel sections
            #pragma omp section
                 mergesort(a,i,mid);
            }
            #pragma omp section
                 mergesort(a,mid+1,j);
        }
        merge(a,i,mid,mid+1,j);
    }
}
void merge(int a[],int i1,int j1,int i2,int j2)
    int temp[1000];
    int i,j,k;
    i=i1;
    j=i2;
    k=0;
    while(i<=j1 && j<=j2)
        if(a[i]<a[j])
        {
            temp[k++]=a[i++];
        }
        else
        {
            temp[k++]=a[j++];
  }
   }
    while(i<=j1)
    {
        temp[k++]=a[i++];
    }
    while(j \le j2)
        temp[k++]=a[j++];
```

```
for(i=i1,j=0;i<=j2;i++,j++)
  {
        a[i]=temp[j];
    }
}
int main()
{
    int *a,n,i;
cout<<"\n enter total no of elements=>";
    cin>>n;
    a= new int[n];
    cout<<"\n enter elements=>\n";
    for(i=0;i<n;i++)
    {
        cin>>a[i];
    mergesort(a, 0, n-1);
    cout<<"\n sorted array is=>";
    for(i=0;i<n;i++)
    {
        cout<<"\n"<<a[i];
    return 0;
}
```

○ Overwriting merge.cpp

```
!g++ merge.cpp -o merge -fopenmp
```

!./merge

```
enter total no of elements=>10
enter elements=>
1 2 7 2 9 2 43 8 56 78

sorted array is=>
1
2
2
2
7
8
9
43
56
78
```