```
using System;

namespace Practica33
{
    class Program
    {
        static void Main(string[] args)
        {
            int n;
            Console.WriteLine("Metodo de Quick Sort");
            Console.Write("Cuantos longitud del vector: ");
            n = Int32.Parse(Console.ReadLine());
            Llenar b = new Llenar(n);
        }

        class Llenar
        {
            int h;
            int[] vector;
            public Llenar(int n)
            {
                h = n;
                vector = new int[h];
                for (int i = 0; i < h; i++)
                {
                    Console.Write("ingrese valor {0}: ", i + 1);
                    vector[i] = Int32.Parse(Console.ReadLine());
                }
                quicksort(vector, 0, h - 1);
                mostrar();
            }

            private void quicksort(int[] vector, int primero, int ultimo)
            {
                int i, j, central;
                double pivote;
                central = (primero + ultimo) / 2;
                pivote = vector[central];
                i = primero;
                j = ultimo;
                do
                {
                    while (vector[i] < pivote) i++;
                    while (vector[j] > pivote) j--;
                    if (i <= j)
                    {
```

```
                int temp;
                temp = vector[i];
                vector[i] = vector[j];
                vector[j] = temp;
                i++;
                j--;
            }
        } while (i <= j);

        if (primero < j)
        {
            quicksort(vector, primero, j);
        }
        if (i < ultimo)
        {
            quicksort(vector, i, ultimo);
        }
    }

    private void mostrar()
    {
        Console.WriteLine("Vector ordenados en forma ascendente");
        for (int i = 0; i < h; i++)
        {
            Console.Write("{0} ", vector[i]);
        }
        Console.ReadLine();
    }
  }
 }
}
```