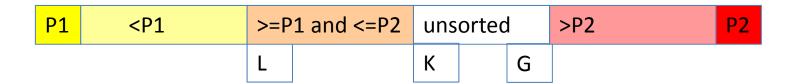


We start with everything unsorted P1 and P2 are the first and last element at indexes left and right, respectively.

P1 must be less than or equal to P2 if they are not, swap them.

L and G keep track of which elements are Less than P1 and Greater than P2

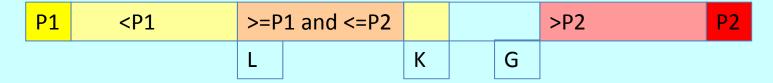


The algorithm is easier to understand if you look at it partway through. K is the index of the element we are currently sorting

There are 3 possible cases.

- array[K] < P1</p>
- \square array[K] > P2
- P1 <= array[K] <= P2</p>

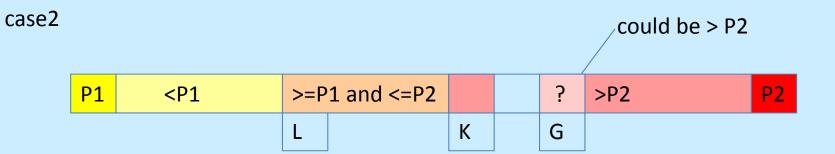
case1



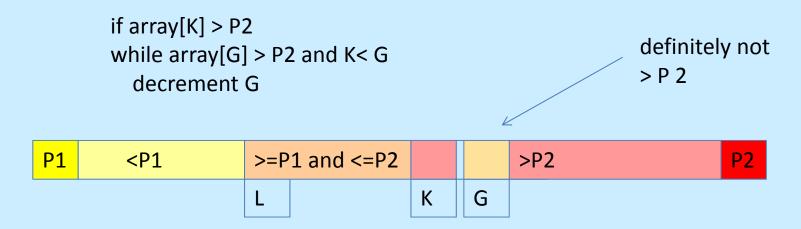
if array[K] < P1
just swap it into place</pre>

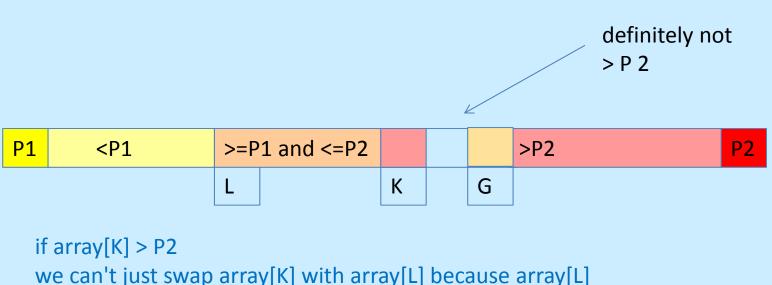
if array[K] < P1
 swap array[K] with Array[L]
 increment L</pre>

P1	<p1< th=""><th></th><th>>=P1 and <=</th><th>=P2</th><th colspan="2"></th><th>>P2</th><th>P2</th></p1<>		>=P1 and <=	=P2			>P2	P2
		L		K		G		

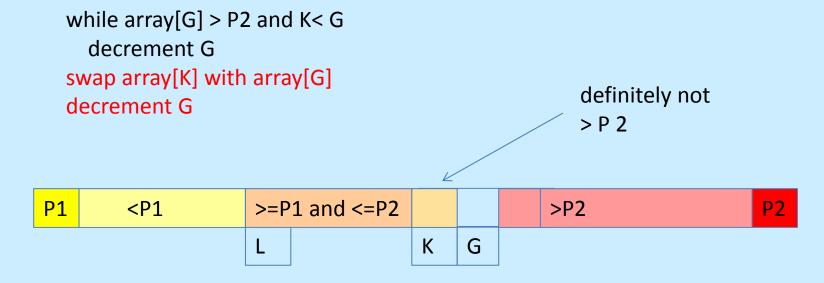


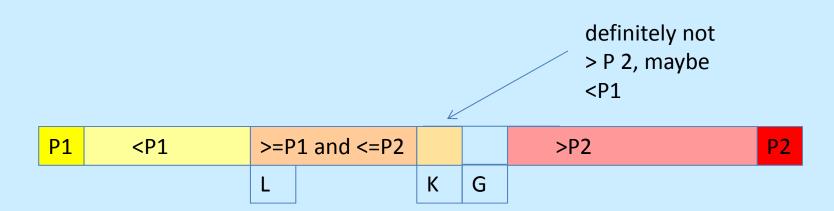
otherwise if array[K] > P2 we can't just swap array[K] with array[L] because array[L] might be > P2 so we need to sort that out first





we can't just swap array[K] with array[L] because array[L] might be > P2 so we need to sort that out first then we can swap array[K] with array[G]

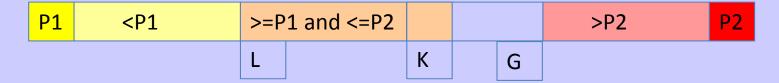




of course we now know A[K] is not >P2 but it might be < P1 in which case we need to swap it with array[L]

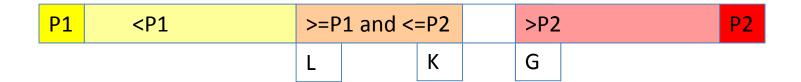
while array[G] > P2 and K< G
 decrement G
swap array[K] with array[G]
decrement G
if array[K] < P1
 swap array[K] and array [L]
 increment L</pre>

P1	<p1< th=""><th colspan="2">>=P1 and <=P2</th><th></th><th>>P2</th></p1<>	>=P1 and <=P2			>P2	
		L		K	G	



otherwise, array[K] is >=P1 and <=P2 and there is nothing to swap.

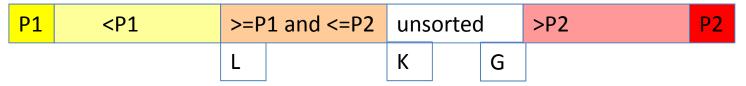
P1	<p1< th=""><th>>=P</th><th>1 and <=P2</th><th colspan="2">=P2</th><th></th><th>>P2</th><th>P2</th></p1<>	>=P	1 and <=P2	=P2			>P2	P2
		L		K		G		



in all cases, array[K] has now been sorted, so

increment K

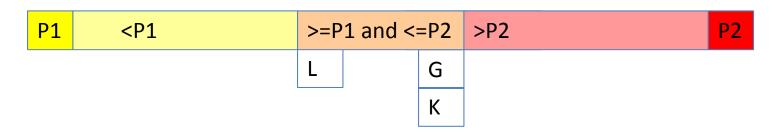
P1	<p1< th=""><th colspan="2">>=P1 and <=P2</th><th></th><th colspan="2">>P2</th><th>P2</th></p1<>	>=P1 and <=P2			>P2		P2
		L		K	G		

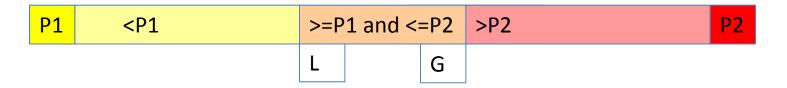


Starting from K=L we keep checking elements in this way as long as K is less than or equal to G.

for K from L to G

increment K

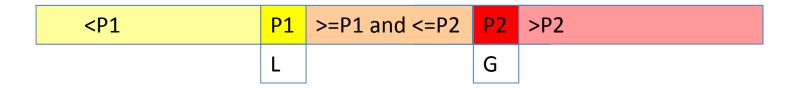




P1 and P2 must now be moved into the correct position

decrement L
decrement G
swap P1 with array[L]
swap P2 with array[G]

<p1< th=""><th>P1</th><th>>=P1 and <=P2</th><th>P2</th><th>>P2</th></p1<>	P1	>=P1 and <=P2	P2	>P2
	L		G	



Then we recursively sort the partitions:

sort from left to L-1 sort from L+1 to G-1 sort from G+1 to right

sorted <P1 P1 sorted middle P2 sorted > P2

recursive algorithms need a base case, so make sure we don't just keep sorting forever

if the partition contains 1 element or fewer return