QUICK SORT CODE-

```
#include<stdio.h>
#include<time.h>
#include <stdlib.h>
void swap(int* a, int* b)
{
  int t = *a;
  *a = *b;
  *b = t;
}
int partition (int arr[], int low, int high)
{
  int pivot = arr[high];
  int i = (low - 1);
  for (int j = low; j <= high - 1; j++)
  {
    if (arr[j] < pivot)</pre>
    {
       i++;
```

```
swap(&arr[i], &arr[j]);
    }
  }
  swap(&arr[i + 1], &arr[high]);
  return (i + 1);
}
void quickSort(int arr[], int low, int high)
{
  if (low < high)
  {
    int pi = partition(arr, low, high);
    quickSort(arr, low, pi - 1);
    quickSort(arr, pi + 1, high);
  }
}
void printArray(int arr[], int size)
{
  int i;
  for (i = 0; i < size; i++)
    printf("%d ",arr[i]);
```

```
printf("\n");
}
int main()
{
int i,n,sort;
clock_t start,end;
while(1)
{
printf("Enter the number of the elements\n");
scanf("%d",&n);
if(n==-1)
  break;
int a[n];
for(i=0;i<n;i++)
{
a[i]=rand();
}
start=clock();
quickSort(a, 0, n - 1);
printf("Sorted array:\n");
```

```
printArray(a, n);
end=clock();
double time_taken=((double)end-start)/CLOCKS_PER_SEC;
printf("\n\n");
printf("Time taken for sorting %d elements is %f sec\n",n,time_taken);
printf("\n");
}
```