Algorithm 1 bruteForce(points)

```
1: minDistance←Inf
2: for i ← 1 to length(points)-1 do
3:    for j←i+1 to length(points) do
4:       if Distance(points[i],poinst[j])<minDistance then
5:          minDistance←Distance(points[i],poinst[j]
6:       end if
7:    end for
8: end for
9: return  minDistance
```

Algorithm 2 divideConque(points)

```
1: if length(points)<3 then
2:    return  bruteForce(points)
3: end if
4: minLeft←divideConque(points(left))
5: minRight←divideConque(points(right))
6: minDistance←min(minLeft,minRight)
7: minDistance←crossMidLine(point(mid),minDistance)
8: return  minDistance
```