
Practice Set 3

- A. Implement LOOT-BOX() which returns a string based on the following random percent chances:
- a. 60% chance to return "COMMON"
 - b. 30% chance to return "RARE"
 - c. 9% chance to return "EPIC"
 - d. 1% chance to return "LEGENDARY"
- B. Implement PARTITION(A, p, r) which partitions the array A into two subarrays L and R, where every element in L have a value less than or equal to the value of the pivot A[r] and every element in R have a value greater than the value of the pivot A[r].
- C. Implement QUICKSORT(A, p, r) which sorts the array A from p to r using the Quicksort algorithm. Use the previously defined PARTITION procedure.
- D. Implement QUICKSORT-DESCENDING(A, p, r) which sorts the array A using quicksort but in descending order of elements.
- E. Implement RANDOMIZED-PARTITION(A, p, r) which partitions the array A like the previous PARTITION procedure, but instead of picking the last element r as the pivot, it picks a random element.
- F. Implement RANDOMIZED-QUICKSORT(A, p, r) which sorts the array A using the new RANDOMIZED-PARTITION procedure.
- G. Implement COUNTING-SORT(A, B, k) where A is the array to sort, B is the sorted array (it cannot sort in-place) and k is the array to hold all possible values of elements in A.
- H. ***HARD*** [Dual-Pivot Quicksort](#) is the implementation of Quicksort in Java 7. Instead of using only one pivot, it uses two pivots (the first and the last element). Write the pseudocode for DUAL-PARTITION(A, p, r) which partitions the array A into three subarrays:
- a. $S_1 = \{x \mid x < A[p]\}$
 - b. $S_2 = \{x \mid A[p] < x < A[r]\}$
 - c. $S_3 = \{x \mid A[r] < x\}$