Algorithm 1 QuickSort Algorithm

```
1: procedure QUICKSORT(A, low, high)
2:
       if low < high then
3:
           pivot \leftarrow Partition(A, low, high)
           QuickSort(A, low, pivot - 1)
4:
           QuickSort(A, pivot + 1, high)
5:
       end if
6:
7: end procedure
8: function Partition(A, low, high)
       pivot \leftarrow A[high]
9:
       i \leftarrow low - 1
10:
       for j \leftarrow low to high - 1 do
11:
12:
           if A[j] \leq pivot then
              i \leftarrow i+1
13:
              Swap A[i] with A[j]
14:
           end if
15:
       end for
17:
       Swap A[i+1] with A[high] return i+1
18: end function
```

Algorithm 2 Simplex Algorithm

```
1: procedure SIMPLEX(A, b, c)
       Initialize a feasible basis B
       while there exists a non-basic variable with a positive coefficient in the
3:
   objective function do
          Choose entering variable x_e
4:
          Determine leaving variable x_l using the minimum ratio test
5:
          if no leaving variable can be found then
             return "Unbounded"
7:
          end if
8:
          Pivot on entry corresponding to x_e and x_l
9:
          Update B to new basis
10:
       end whilereturn "Optimal solution found"
11:
12: end procedure
```

Algorithm 3 QuickSort Algorithm

```
1: procedure QUICKSORT(A, low, high)
2:
       if low < high then
3:
          pivot \leftarrow \text{Partition}(A, low, high)
           QuickSort(A, low, pivot - 1)
4:
           QUICKSORT(A, pivot + 1, high)
5:
       end if
6:
7: end procedure
8: function Partition(A, low, high)
9:
       pivot \leftarrow A[high]
       i \leftarrow low - 1
10:
       for j \leftarrow low to high - 1 do
11:
12:
           if A[j] \leq pivot then
13:
              i \leftarrow i+1
              Swap A[i] with A[j]
14:
           end if
15:
       end for
       Swap A[i+1] with A[high] return i+1
18: end function
```