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Problem Solving:

Quick Sort: Program:

```
#include <bits/stdc++.h>
```

```
using namespace std;
```

```
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]; // pivot
```

```
    int i = (low - 1); // Index of smaller element  
                        // and indicates the right  
                        // position of pivot found so far
```

```
    for (int j = low; j <= high - 1; j++)
```

```
{
```

```
    if (arr[j] < pivot)
```

```
    { 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 p = partition(arr, low, high);
```

```
      quickSort(arr, low, p-1);
```

```
      quickSort(arr, p+1, high);
```

```
    }
```

```
}
```

```
void printArray(int arr[], int size)
```

```
{
```

```
    int i;
```

```
    for (i=0; i<size; i++)
```

```
        cout << arr[i] << " ";
```

```
    cout << endl;
```

```
}
```

```
int main()
```

```
{
```

```
    int arr[] = {10, 7, 8, 9, 1, 5};
```

```
    int n = sizeof(arr) / sizeof(arr[0]);
```

```
    quickSort(arr, 0, n-1);
```



```
cout << "Sorted array : \n";
```

```
PrintArray(arr, n);
```

```
return 0;
```

```
}
```

Illustration of partition();

$arr[] = \{10, 80, 30, 90, 40, 50, 70\}$

Indexes: 0, 1, 2, 3, 4, 5, 6

low = 0, high = 6, Pivot = $arr[h] = 70$

Initialize index of smaller element, $i = -1$

Traverse elements from $j = \text{low}$ to $\text{high} - 1$

$j = 0$: Since $arr[j] < \text{Pivot}$, do $i++$ and
 $\text{Swap}(arr[i], arr[j])$

$i = 0$

$arr[] = \{10, 80, 30, 90, 40, 50, 70\}$ // No change as i and j

$j = 1$: Since $arr[j] > \text{pivot}$, do nothing
// No change in i and $arr[]$

$j = 2$: Since $arr[j] < \text{pivot}$, do $i++$ and
 $\text{Swap}(arr[i], arr[j])$

$i = 1$

$arr[] = \{10, 30, 80, 90, 40, 50, 70\}$

$j = 3$: Since $arr[j] > pivot$ do nothing

No change in i and $arr[j]$

$j = 4$: Since $arr[j] < pivot$, do ^{it} and swap($arr[i]$, $arr[j]$)

$i = 2$

$arr[j] = \{10, 30, 40, 90, 80, 50, 70\}$

$j = 5$: Since $arr[j] < pivot$, do it and swap $arr[i]$ with $arr[j]$

$i = 3$

$arr[j] = \{10, 30, 40, 50, 80, 90, 70\}$

Finally we place pivot at correct position by swapping.

$arr[i+1]$ and $arr[high]$ (or pivot)

$arr[j] = \{10, 30, 40, 50, 70, 90, 80\}$

Now 70 is at its correct place. All elements smaller than 70 are before it and all elements greater than 70 are after it.

② Explain Matrix multiplication problem with code segment (C/C++/Java)

Program

```
#include <stdio.h>
```

```
int main(void)
```

```
{ int c, d, p, q, m, n, k, tot = 0;
```

```
int fst[10][10], sec[10][10], mul[10][10];
```

```
Printf("Please insert the number of row and  
columns for first matrix\n");
```

```
Scanf("%d %d", &m, &n);
```

```
Printf("Insert your matrix elements:\n");
```

```
for(c=0; c<m; c++)
```

```
for(d=0; d<n; d++)
```

```
Scanf("%d", &fst[c][d]);
```



```
Printy ("Please insert the number of row  
and columns for second matrix\n");
```

```
Scany ("%d %d", &p, &q);
```

```
if (n != p)
```

```
Printy ("Your given matrices can't be  
multiplied with each other.\n");
```

```
else
```

```
{  
    Printy ("Insert your element for second  
    matrix\n");
```

```
    for (c=0; c<p; c++)
```

```
        for (d=0; d<q; d++)
```

```
            Scany ("%d", &sec[c][d]);
```

```
    for (c=0; c<m; c++) {
```

```
        for (d=0; d<q; d++) {
```

```
            for (k=0; k<p; k++) {
```

```
                tot = tot + 1st[c][k] * sec[k][d];
```

```
            }
```



```
mul[c][d] = tot;
```

```
tot = 0;
```

```
} }
```

```
printf("The result of matrix multiplication  
or product of the matrices is:\n");
```

```
for (c=0; c<m; c++) {
```

```
for (d=0; d<n; d++)
```

```
printf("%d\t", mul[c][d]);
```

```
printf("\n");
```

```
}
```

```
}
```

```
return 0;
```

```
}
```

Explanation



Explanation:

Inserting all the elements one by one
in your array needs for loop, followed by
a scanf()

first matrix

```
for (c=0; c<m; c++)  
    for (d=0; d<n; d++)  
        scanf("%d", &fst[c][d]);
```

m → no. of rows n → no. of columns,
Same as:

```
for (c=0; c<p; c++)  
    for (d=0; d<q; d++)  
        scanf("%d", &sec[c][d]);
```

second matrix

```
for (c=0; c<m; c++) {  
    for (d=0; d<q; d++) {  
        for (k=0; k<p; k++) {  
            tot = tot + fst[c][k] * sec[k][d];  
            mul[c][d] = tot;  
            tot = 0;  
        }  
    }  
}
```


Here the three loops have been used which stores the multiplicative value of $fst[i][j]$ and $sec[j][k]$ in the variable "tot" and this adding of multiplicative values will continue till it traverses all the values of the array.

At the same time store every calculated value of tot in the array $mul[i][k]$ which will store the resultant multiplication. Now you have to print the resultant 2D array using nested for loops.

```
Printf ("The result of matrix multiplication  
or product of the matrices is: \n");  
for (c=0; c<g; c++)  
    for (d=0; d<bb; d++)  
        Printf ("%d\t", mul[c][d]);
```

Time complexity

upper bound - $O(n^3)$