

Practical-4

- (1) Generate large number of elements randomly and sort all the elements in Ascending order using Heap sort. Analyse the time complexity for best, average and worst case.

Code:

```
#include<stdio.h>
#include<time.h>
#include<sys/time.h>
void heapify(int a[],int n,int i)
{
    int l,r,largest,temp;
    largest=i;
    l=2*i+1;
    r=2*i+2;

    if(l<n && a[l]>a[largest])
        largest = l;
    if(r<n && a[r]>a[largest])
        largest = r;
    if (largest != i)
    {
        temp=a[i];
        a[i]=a[largest];
        a[largest]=temp;
        heapify(a,n,largest);
    }
}
void buildheap(int a[],int n)
{
    int i,half,temp;
    half=(n/2)-1;
    for(i=n;i>=0;i--)
    {
        heapify(a,half,i);
    }
}
```

```

    }
    for(i=n-1;i>0;i--)
    {
        temp=a[0];
        a[0]=a[i];
        a[i]=temp;
        heapify(a,i,0);
    }
}

void checkfor(int a[],int n,int i)
{
    int t2,t1;
    struct timeval tv;
    struct timezone tz;

    //Best Case
    for(i=0;i<n;i++)
    {
        a[i]=i;
    }
    gettimeofday(&tv,&tz);
    t1=((tv.tv_sec*1000000)+(tv.tv_usec));
    buildheap(a,n);
    gettimeofday(&tv,&tz);
    t2=((tv.tv_sec*1000000)+(tv.tv_usec));
    printf("\n %d \t\t %d ",n,(t2-t1));

    //Average case

    for(i=0;i<n;i++)
    {
        a[i]=rand()%n;
    }
    gettimeofday(&tv,&tz);
    t1=((tv.tv_sec*1000000)+(tv.tv_usec));
    buildheap(a,n);
    gettimeofday(&tv,&tz);

```

```

t2=((tv.tv_sec*1000000)+(tv.tv_usec));
printf("\t\t%d", (t2-t1));

//worst case

for(i=0;i<n;i++)
{
    a[i]=n-i;
}
gettimeofday(&tv,&tz);
t1=((tv.tv_sec*1000000)+(tv.tv_usec));
buildheap(a,n);
gettimeofday(&tv,&tz);
t2=((tv.tv_sec*1000000)+(tv.tv_usec));
printf("\t\t%d", (t2-t1));
}
void main()
{
    int a[20000],n,i;
    printf("\n Value    \tBest case\tAverage case\tWorst case\n");
    n=5000;
    checkfor(a,n,i);
    n=10000;
    checkfor(a,n,i);
    n=15000;
    checkfor(a,n,i);
    n=20000;
    checkfor(a,n,i);
}

```

Output-Table:

Value	Best Case	Average Case	Worst Case
5000	657	1287	5312
10000	1405	10559	1899
15000	1617	64069	4289
20000	7120	60727	9940

Graph:

