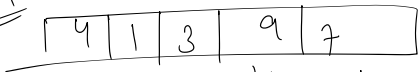


TC: 1

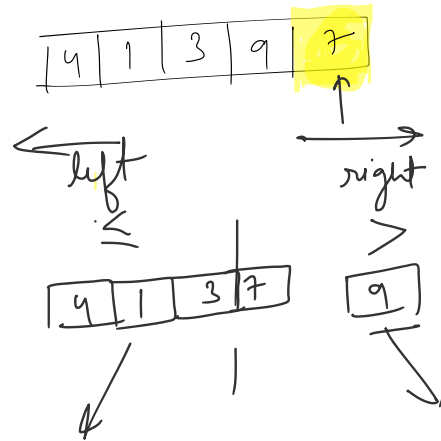


sort using
Quick sort

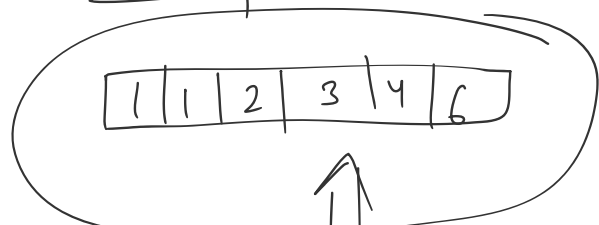
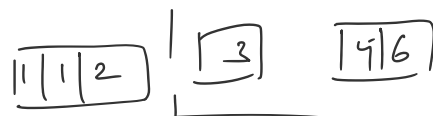
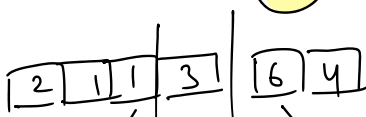
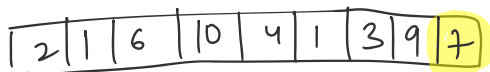
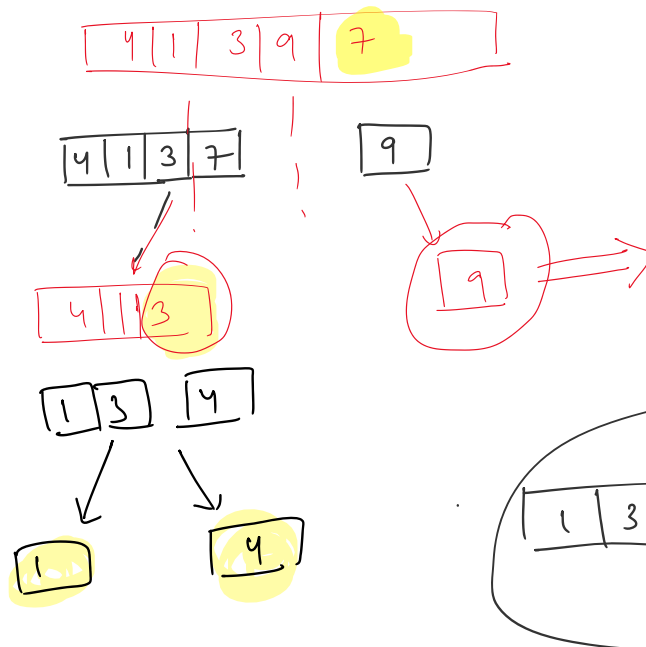
Quick sort

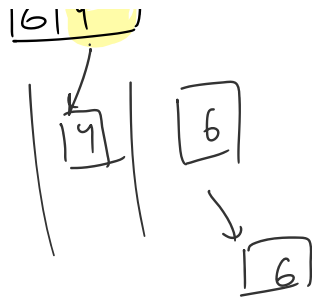
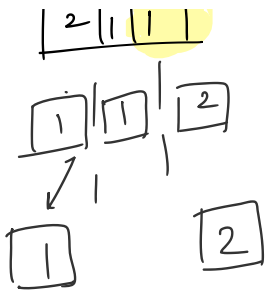
① Divide and Conquer Algorithm

②

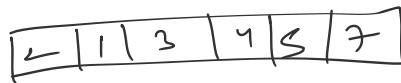


① pivot

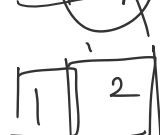
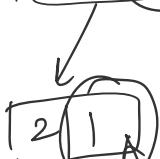
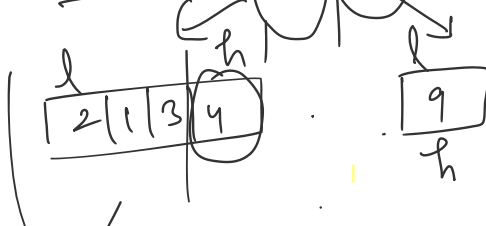
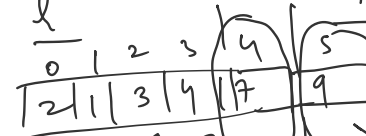
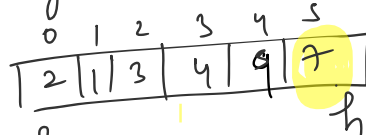




- ① last wala. As pivot assume kr rha hai
- ② less than or equal to pivot ko left side of array me aur greater than 3rd right.

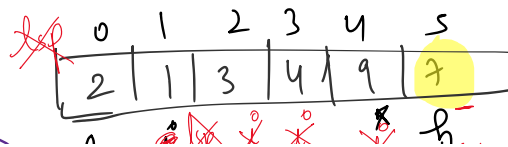


① Divide single Element krte re gata

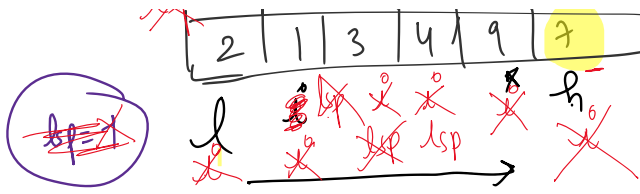


★ Auxiliary space
★ Inplace Algorithm
Quick Sort
partition function

if (l < h)
partition-function → pivot_index

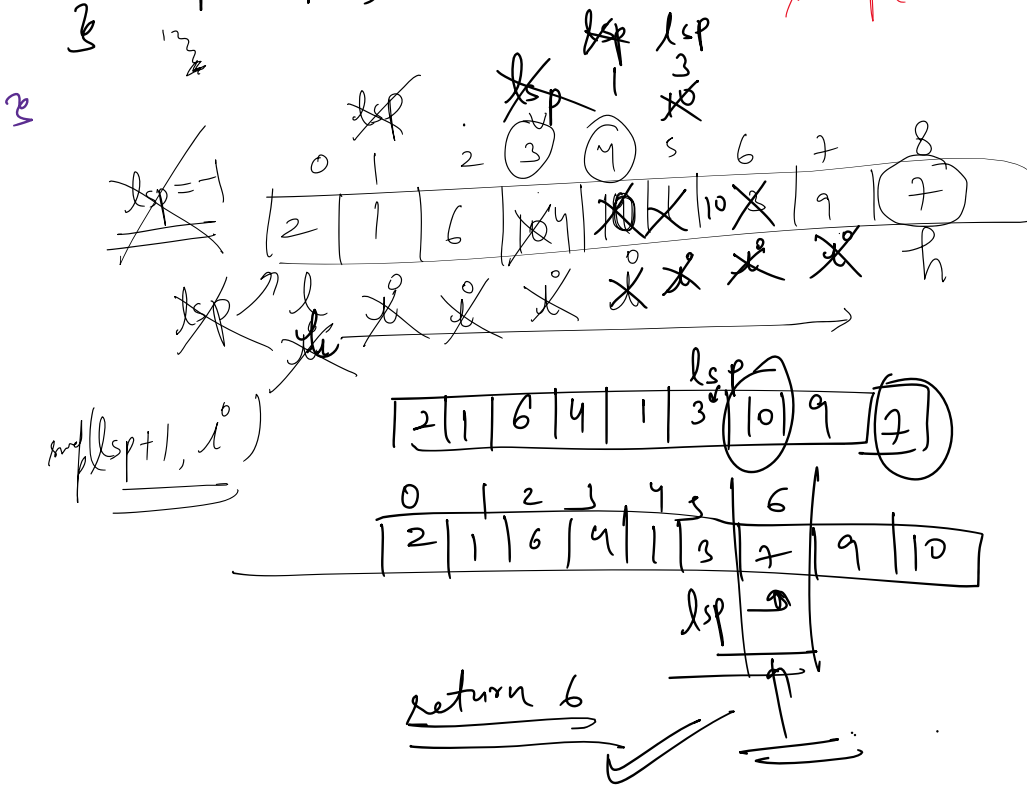
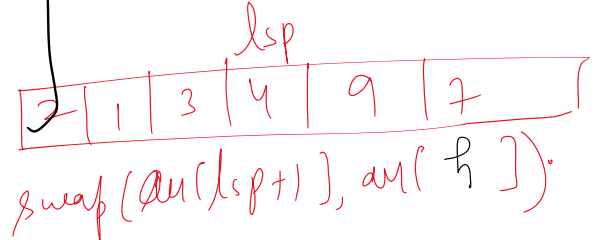


[0 - l, h - 1]



$0 - lsp$
 \downarrow
 less than or equal
 pivot
 element

$lsp = low - 1$
 for (int i = 1; i < h; i++) { loop
 if (arr[i] ≤ pivot_element) ×
 swap (arr[lsp + 1], arr[i]);
 lsp = lsp + 1;
 }



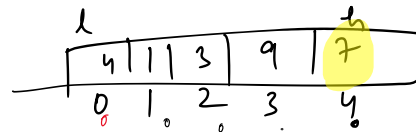
swap (lsp + 1, h)
lsp + 1

```

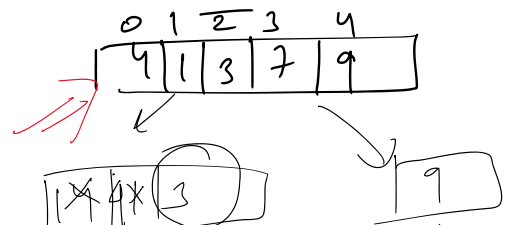
void quickSort(int arr[], int low, int high)
{
    // dividing condition
    if (low < high) {
        int pivot_index = partition(arr, low, high);
        quickSort(arr, low, pivot_index - 1);
        quickSort(arr, pivot_index + 1, high);
    }
}

public:
int partition (int arr[], int low, int high)
{
    int lsp = low - 1;
    int pivot_value = arr[high];
    for (int i = low; i < high; i++) {
        if (arr[i] ≤ pivot_value) {
            swap(arr[lsp + 1], arr[i]);
            lsp = lsp + 1;
        }
    }
    swap(arr[lsp + 1], arr[high]);
    return lsp + 1;
}
  
```

$p_i = 3$

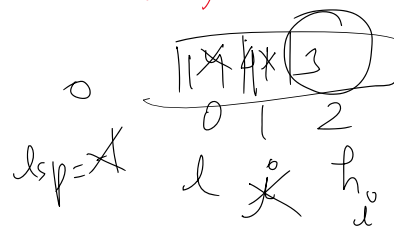


$qs(0, 4)$
 $p_i = 3$
 $qs(0, 2)$ $qs(4, 4)$



$$P^r = 3 / q(0,2)$$

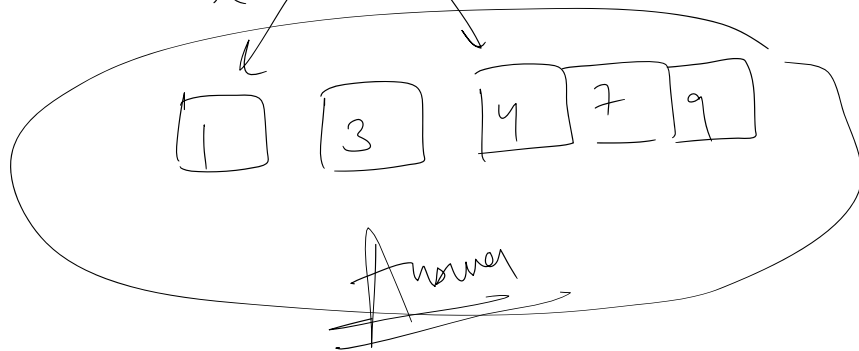
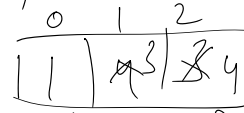
$$q_s(4,4)$$



$$q(4,4)$$

swap($arr[lsp+1], arr[i]$)

$arr[0], arr[1]$



① Balanced Case (left || right) - $O(n \log n)$

② Unbalanced Case (~~left~~ || ~~right~~) - $O(n^2)$

$$T.C - O(n^2)$$

$$O(n \log n)$$

Random select pivot

