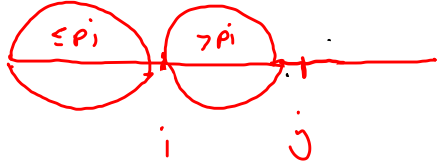


quick sort:

2	1	4	6	5
0	1	2	3	4



0 to  $i-1 \rightarrow \leq \text{pivot}$

$i$  to  $j-1 \rightarrow > \text{pivot}$

$j$  to end  $\rightarrow$  unknown

if ( $\text{arr}[j] > \text{pivot}$ ) {

$j++$ ;

}

else {

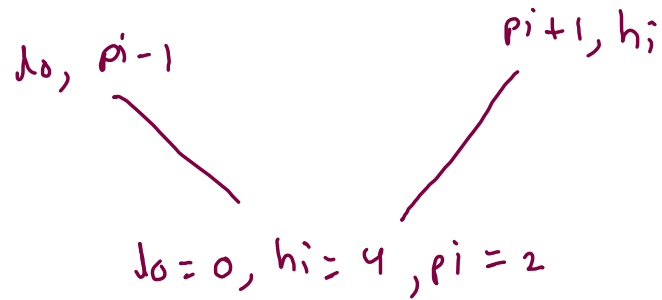
$\text{swap}(i, j)$ ;

$i++$ ,  $j++$ ;

}

pivot = 4

2 5 1 6 4



## Segregate Node Of Linkedlist Over Last Index.

1. Given a singly linklist, Segregate Node of LinkedList over lastindex and return pivot node of linkedlist.
2. pivot is always be last index of linkedlist.
3. After segregation pivot Element should have to be present at correct position as in sorted linkedlist.

### Input Format

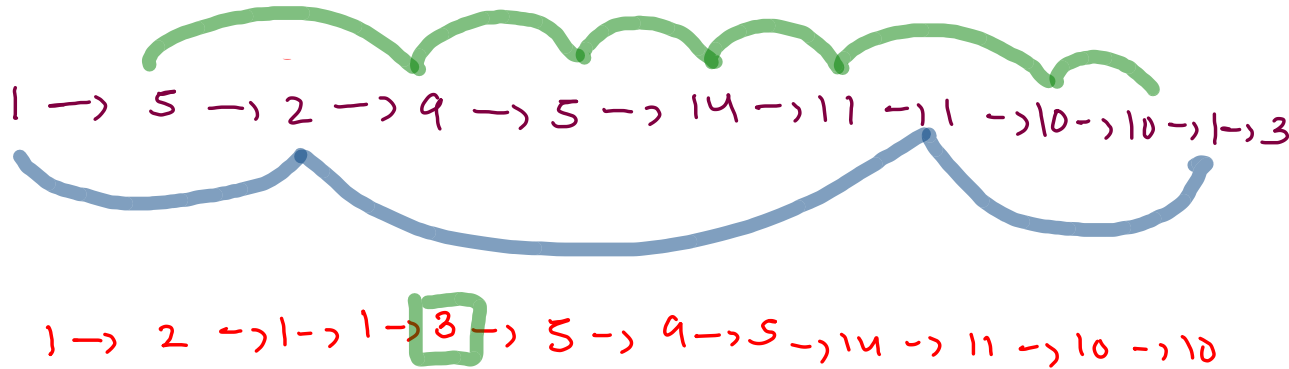
1->5->2->9->5->14->11->1->10->10->1->3->>null

### Output Format

3->5->9->5->14->11->10->10->>null

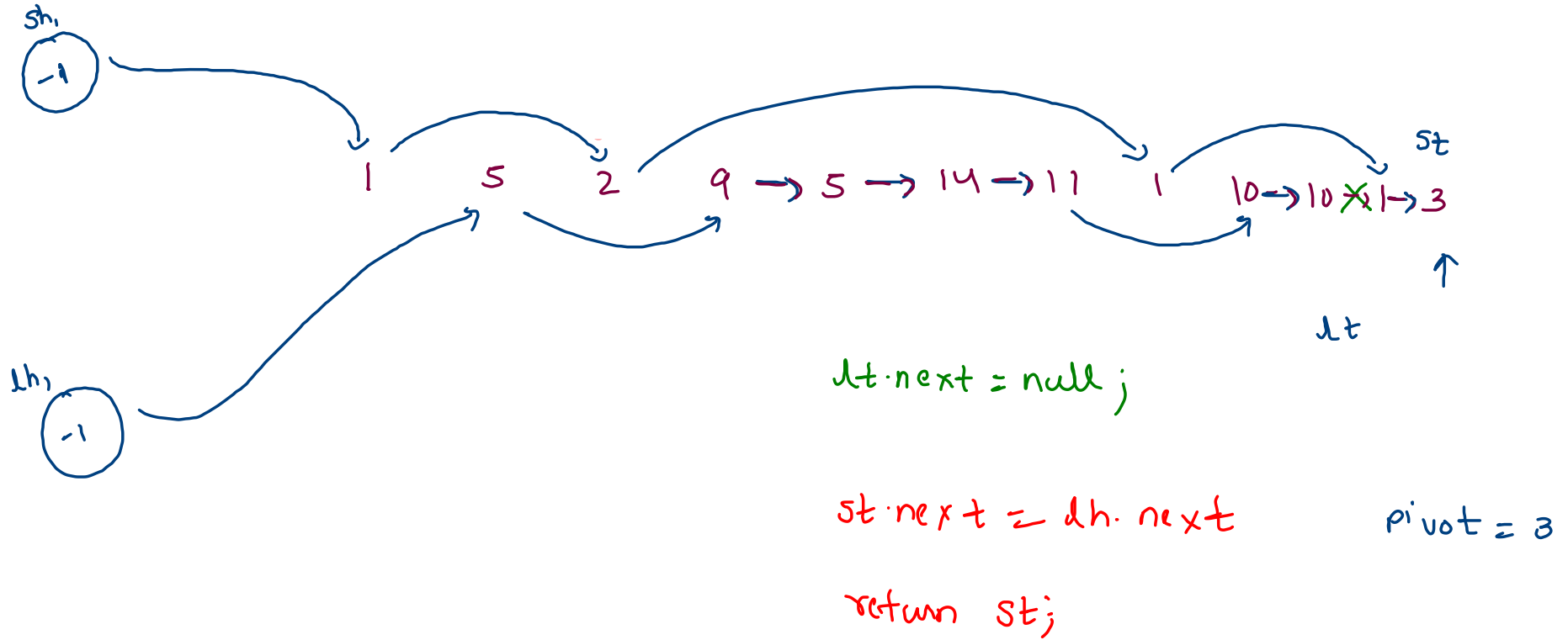
pivot -> last node

pivot = ③



Smaller :  $\leq \text{pivot}$

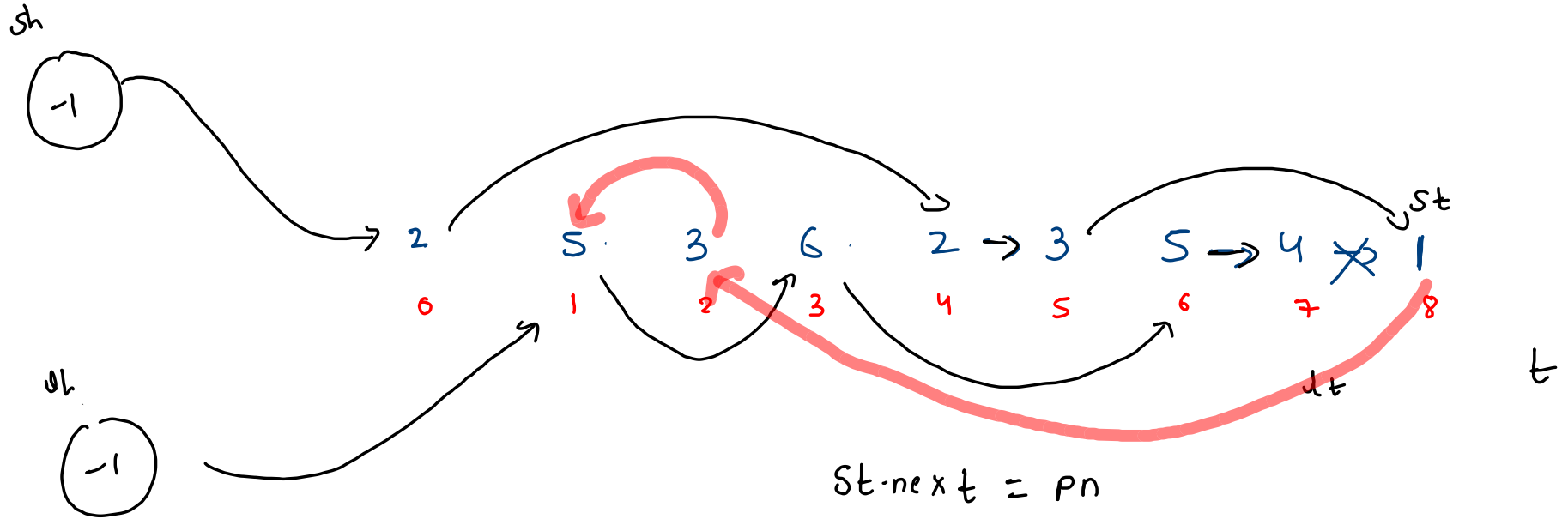
Larger :  $> \text{pivot}$



## Segregate Node Of Linkedlist Over Pivot Index

$pi = 2$

Pivot =  $\textcircled{3}_2$  (4th)



$\leq$   $pi$   $<$

$st \rightarrow next = pn$

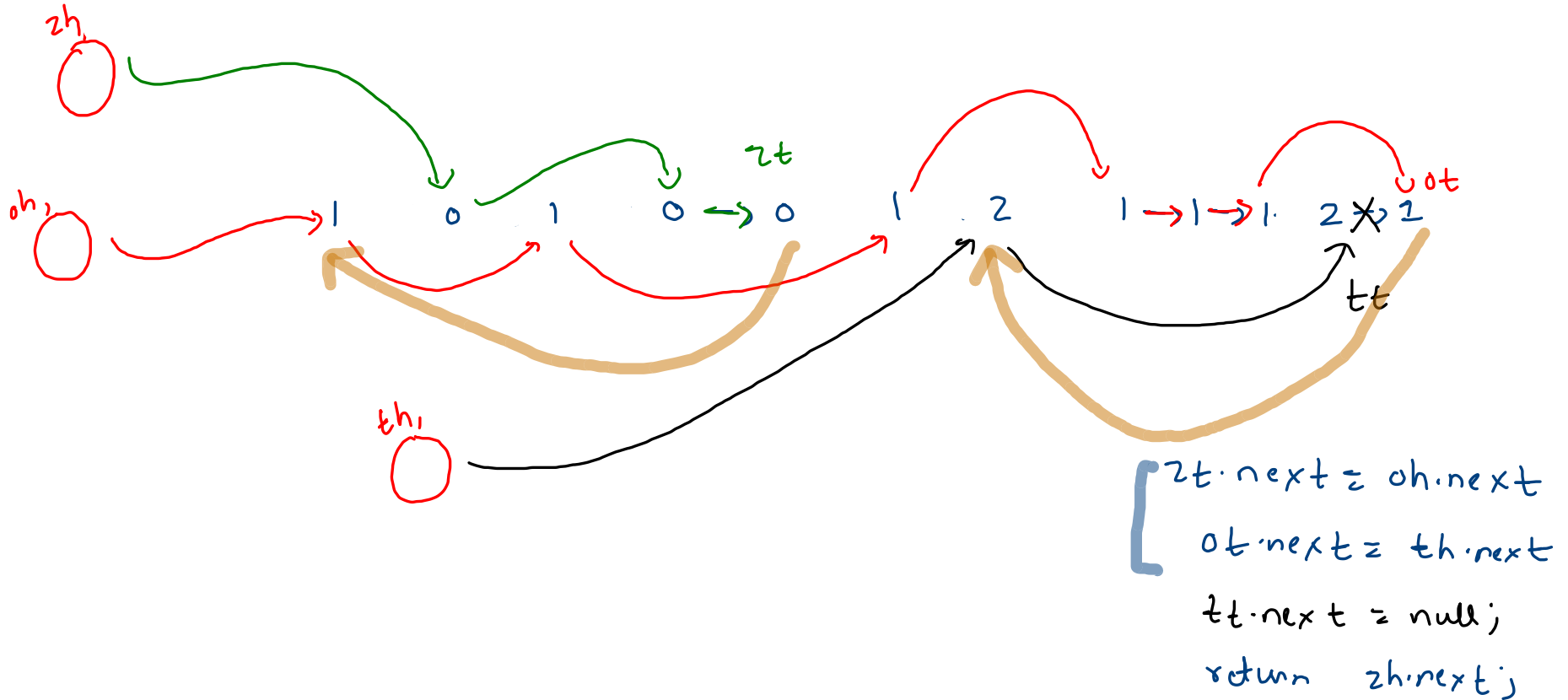
$pn \rightarrow next = dh \rightarrow next$

return  $sh \rightarrow next$ ;

$dh \rightarrow next = null$

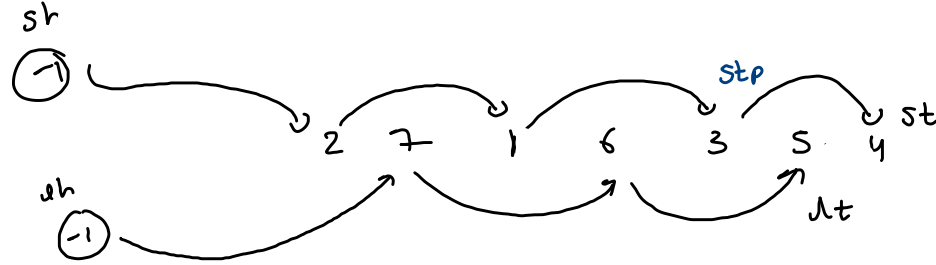
## Segregate 012 Node Of Linkedlist Over Swapping Nodes

1->0->1->0->0->1->2->1->1->1->2->1->1->>null



# Quicksort In Linkedlist

2 → 7 → 1 → 6 → 3 → 5 → 4



pd = 4

[ sh.next to stop

[ pn : st

[ fh.next to st

lah lat  
1 → 2 → 3

2 → 1 → 3

7 → 6 → 5

2 → 1 → 3

sh

st

pn

4

fh

7 → 6 → 5

st

rah

rat

5 → 6 → 7

lah.next = pn;  
pn.next = rah;  
{ lah, rat }

```

public static QSPair quickSort(ListNode head, ListNode tail) {
    if(head.next == null || head == null) {
        return new QSPair(head, tail);
    }

    ParPair p = partition(head, tail.val);

    QSPair lans = quickSort(p.sh, p.st);
    QSPair rans = quickSort(p.lh, p.lt);

    QSPair ans = merge(lans, p.pn, rans);

    return ans;
}

```

```

public static ParPair partition(ListNode head, int pivot) {
    ListNode sh = new ListNode(-1);
    ListNode st = sh;

    ListNode lh = new ListNode(-1);
    ListNode lt = lh;

    ListNode temp = head;

    while(temp.next != null) {
        if(temp.val <= pivot) {
            st.next = temp;
            st = st.next;
        }
        else {
            lt.next = temp;
            lt = lt.next;
        }
        temp = temp.next;
    }

    ListNode pn = temp;

    st.next = null;
    lt.next = null;
    pn.next = null;

    return new ParPair(sh.next, st, pn, lh.next, lt);
}

```

```

public static QSPair merge(QSPair lans, ListNode pn, QSPair rans) {
    if(lans.head != null && rans.head != null) {
        //both lans and rans are there
        lans.tail.next = pn;
        pn.next = rans.head;

        return new QSPair(lans.head, rans.tail);
    }
    else if(lans.head != null) {
        //only left ans is there
        lans.tail.next = pn;

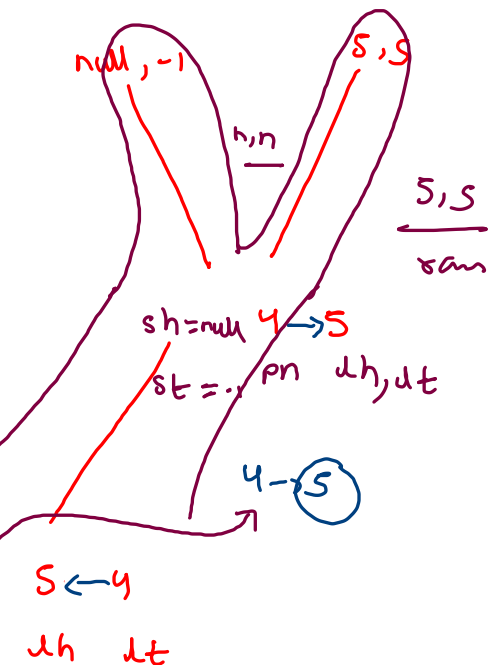
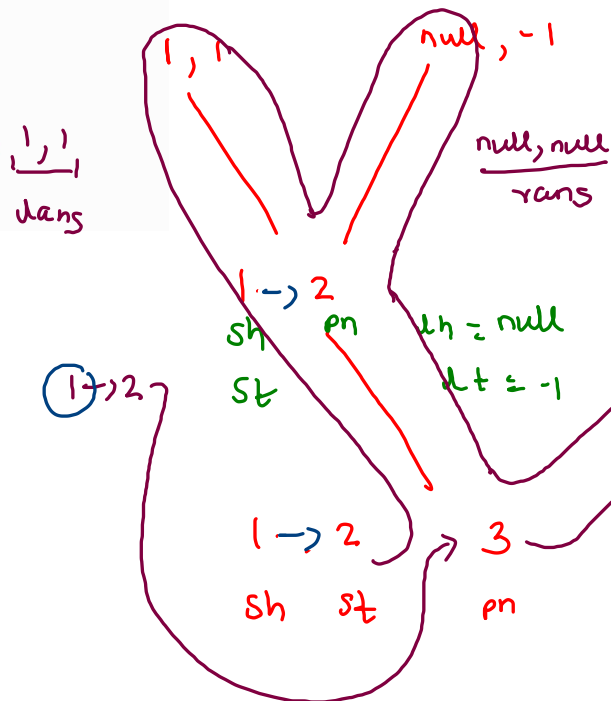
        return new QSPair(lans.head, pn);
    }
    else {
        //only right ans is there
        pn.next = rans.head;

        return new QSPair(pn, rans.tail);
    }
}

```

$5 \rightarrow 1 \rightarrow 2 \rightarrow 4 \rightarrow 3$   
 head tail

$\begin{matrix} 1, 1 \\ \hline 1, 1 \end{matrix}$   
 lans



```

public static QSPair quickSort(ListNode head, ListNode tail) {
    if(head == null || head.next == null) {
        return new QSPair(head, head);
    }

    ParPair p = partition(head, tail.val);

    QSPair lans = quickSort(p.sh, p.st);
    QSPair rans = quickSort(p.lh, p.lt);

    QSPair ans = merge(lans, p.pn, rans);

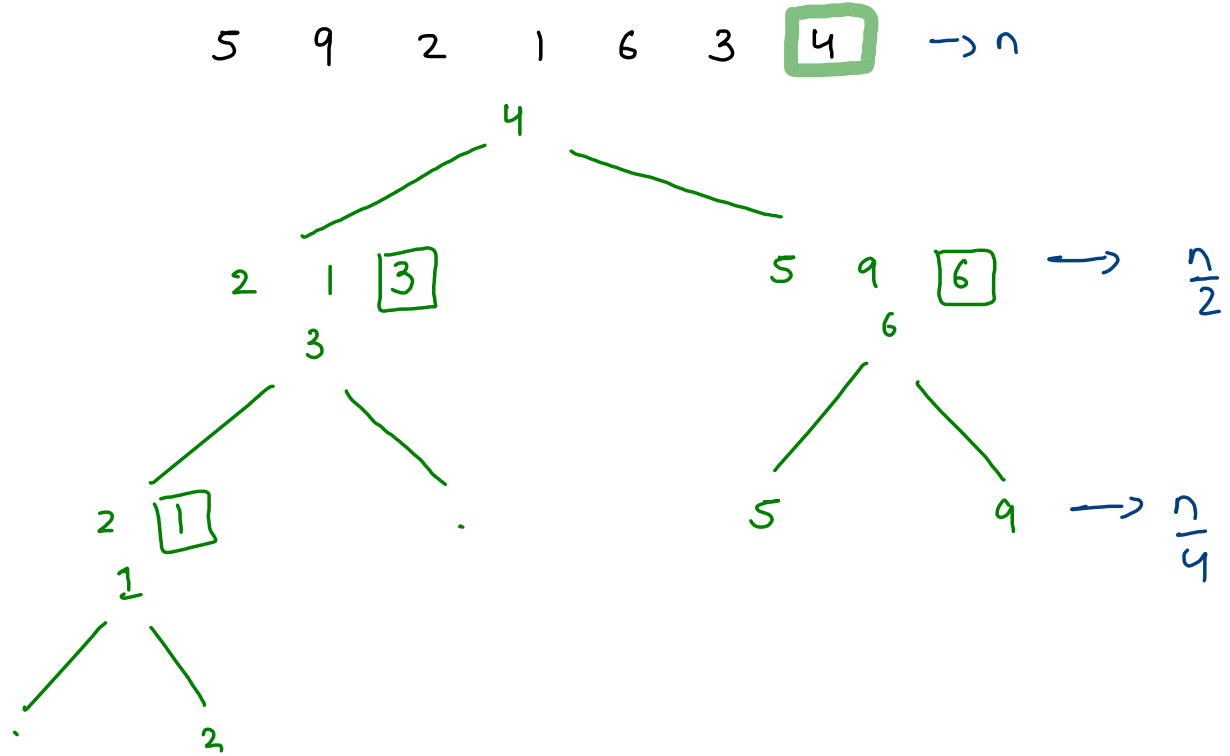
    return ans;
}

```

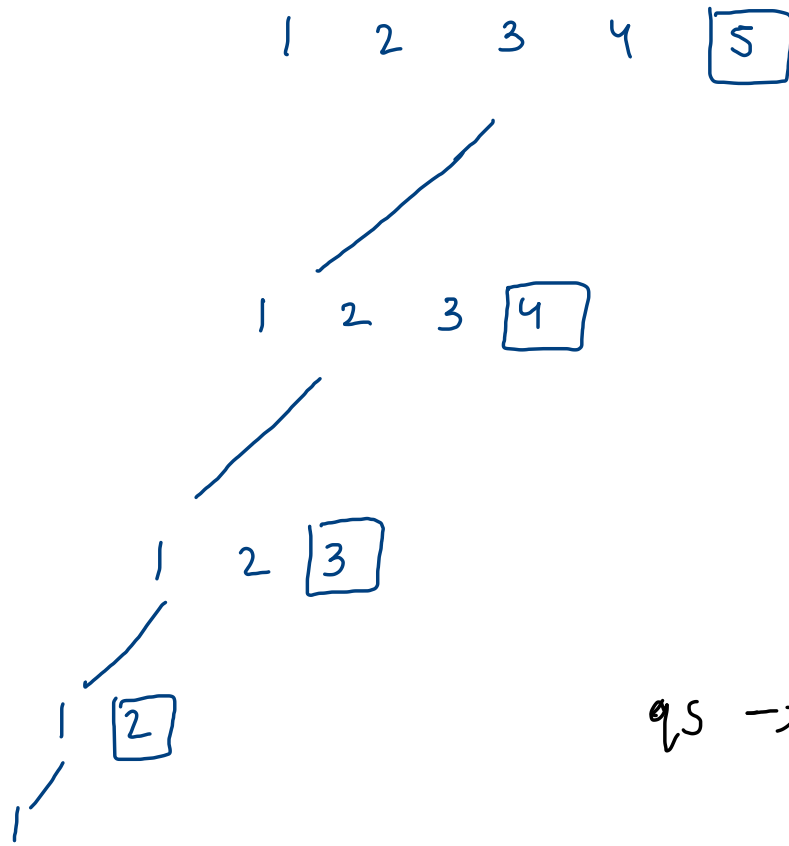
$$T(n) = n + 2T\left(\frac{n}{2}\right)$$

$n \log n$

(best case)







$$T(n) = n + T(n-1)$$



$$O(n^2)$$

$$q.s \rightarrow \underline{n \log n \text{ to } n^2}$$