

sMerge sort code

```
#include<iostream>
```

```
#include<stdlib.h>
```

```
#include<omp.h>
```

```
using namespace std;
```

```
void mergesort(int a[],int i,int j);
```

```
void merge(int a[],int i1,int j1,int i2,int j2);
```

```
void mergesort(int a[],int i,int j)
```

```
{
```

```
    int mid;
```

```
    if(i<j)
```

```
    {
```

```
        mid=(i+j)/2;
```

```
        #pragma omp parallel sections
```

```
        {
```

```
            #pragma omp section
```

```
            {
```

```
                mergesort(a,i,mid);
```

```
            }
```

```
            #pragma omp section
```

```
            {
```

```
                mergesort(a,mid+1,j);
```

```
            }
```

```
}
```

```
merge(a,i,mid,mid+1,j);
```

```
}
```

```
}
```

```
void merge(int a[],int i1,int j1,int i2,int j2)
```

```
{
```

```
    int temp[1000];
```

```
    int i,j,k;
```

```
    i=i1;
```

```
    j=i2;
```

```
    k=0;
```

```
    while(i<=j1 && j<=j2)
```

```
    {
```

```
        if(a[i]<a[j])
```

```
        {
```

```
            temp[k++]=a[i++];
```

```
        }
```

```
        else
```

```
        {
```

```
            temp[k++]=a[j++];
```

```
        }
```

```
    }
```

```
    while(i<=j1)
```

```
    {
```

```

        temp[k++]=a[i++];
    }

    while(j<=j2)
    {
        temp[k++]=a[j++];
    }

    for(i=i1,j=0;i<=j2;i++,j++)
    {
        a[i]=temp[j];
    }
}

int main()
{
    int *a,n,i;

    cout<<"\n enter total no of elements=>";
    cin>>n;
    a= new int[n];

    cout<<"\n enter elements=>";
    for(i=0;i<n;i++)
    {
        cin>>a[i];
    }

    //    start=.....

    // #pragma omp.....

```

```

        mergesort(a, 0, n-1);
//    stop.....
        cout<<"\n sorted array is=>";
        for(i=0;i<n;i++)
        {
            cout<<"\n"<<a[i];
        }
        // Cout<<Stop-Start
        return 0;
}

```

Output

enter total no of elements=>4

enter elements=>21

20

31

19

sorted array is=>

19

20

21

31

Process exited after 11.5 seconds with return value 0

Press any key to continue . . .