

**TY. B. Tech.**

**Design & Analysis of Algorithm**

**Assignment No: 2**

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## Assignment No: 2

### Merge Sort

Code:

```
fn merge_sort(mut arr: Vec<i32>, left: usize, right: usize) → Vec<i32> {  
    if right - 1 > left {  
        let mid = left + (right - left) / 2;  
        arr = merge_sort(arr, left, mid);  
        arr = merge_sort(arr, mid, right);  
        arr = merge(arr, left, mid, right);  
    }  
    arr  
}
```

```

fn merge(mut arr: Vec<i32>, left: usize, mid: usize, right: usize) → Vec<i32> {
    let n1 = mid - left;
    let n2 = right - mid;

    let mut L1 = arr.clone();    variable does not need to be mutable`#[warn(unused_mut)]` on by default
    let mut R1 = arr.clone();    variable does not need to be mutable

    let L = &L1[left..mid];      variable `L` should have a snake case name
    let R = &R1[mid..right];      variable `R` should have a snake case name

    /* Merge the temp arrays back into arr[l..r]*/
    let mut i = 0; // Initial index of first subarray
    let mut j = 0; // Initial index of second subarray
    let mut k = left; // Initial index of merged subarray
    while i < n1 && j < n2 {
        if L[i] < R[j] {
            arr[k] = L[i];
            i = i + 1;
        } else {
            arr[k] = R[j];
            j = j + 1;
        }
        k = k + 1;
    }
    while i < n1 {
        arr[k] = L[i];
        i = i + 1;
        k = k + 1;
    }
    /* Copy the remaining elements of R[], if there
    are any */
    while j < n2 {
        arr[k] = R[j];
        j = j + 1;
        k = k + 1;
    }
    arr
}
fn merge

```

► Run | Debug

```

fn main() {
    let mut arr: Vec<i32> = vec![64, 34, 25, 8, 22, 11, 9];
    arr = merge_sort(arr.clone(), 0, arr.len());
    println!("Sorted array is {:?}", arr);
}

```

Output:

```

Sorted array is [8, 9, 11, 22, 25, 34, 64]

```

(This page marks the end of the assignment)