Implement BubbleSort and Quicksort for integers

- Count the number of assignments
- Count the number of conditionals

```
def bubblesort(some_list):
if len(some_list) == 0:
    return([])
iteration = 1
while iteration < len(some_list):
    for i in range(len(some_list)-iteration):
        if some_list[i] > some_list[i + 1]:
            temp = some_list[i]
            some_list[i] = some_list[i + 1]
            some_list[i] = temp
iteration += 1
return(some_list)
```

2 loops for main part of bubblesort:

Outer 'while' loop executes n times:

1 assignment

Inner 'for' loop content executes between n and 1 times depending on the iteration and previously ordered numbers:

- 1 conditional
- 3 assignments

```
def quicksort(some_list):
if len(some_list) == 0:
    return([])
lesser = []
equal = []
greater = []
if len(some_list) > 1:
    pivot = some_list[int(len(some_list)/2)]
    for i in some_list:
        if i < pivot:</pre>
            lesser.append(i)
        if i == pivot:
            equal.append(i)
        if i > pivot:
            greater.append(i)
    return(quicksort(lesser)+equal+quicksort(greater))
else:
    return(some_list)
```

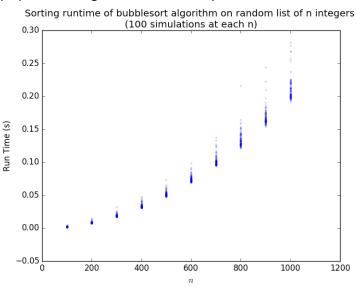
1 for loop within a recursive loop for main part of quicksort: Recursive loop:

- 1 conditional
- 1 assignment

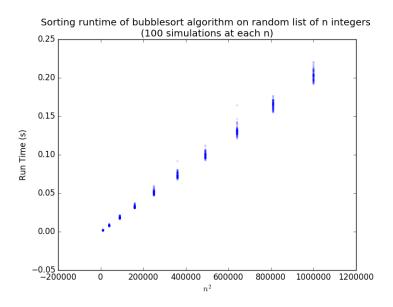
For loop:

- 1 assignment for each element in the current list/sublist
- Best case scenario, this for loop is accessed about $\log_2 n$ times (perfect binary division)
- Worst case scenario, this for loop is accessed n times

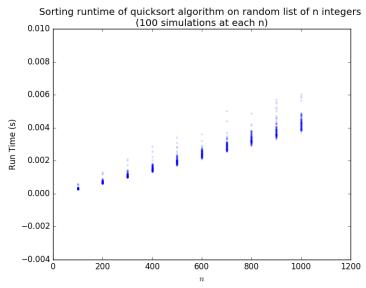
BubbleSort is O(n2) on average – outer for loop is of order n, inner for loop is order n



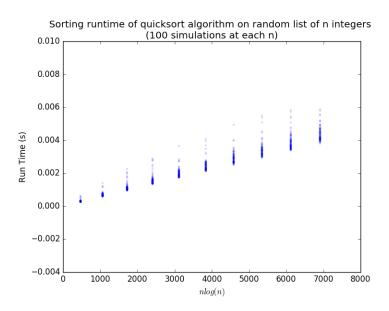
Transforming the x-axis to from n to n²) shows that runtime is a linear function of n²:



QuickSort is $O(n \log(n))$ on average – recursively splitting the list is of order $\log(n)$ and reordering each sub-list is of order n



Transforming the x-axis to from n to nlog(n) shows that runtime is a linear function of nlog(n):



Code available on GitHub:

https://github.com/TownJasonP/BMI203_HW1