# CS171Z: Sorting

### October 21, 2013

```
theArray is an array of long integers
```

}

}

```
Insertion Sort
    public static void sort() {
        insertion(theArray.length); // sort the entire array
    public static void insertion(int n){
        for (int i = 1; i < n; i++){
            int j = i;
            long next = theArray[i];
            while ((j > 0) \&\& (theArray[j-1] > next)){
               // look for the right place to put next
               theArray[j] = theArray[j-1];
               j--;
            theArray[j] = next;
        }
    }
Bubble Sort
    public static void bubble(int n){
        for (int i = 0; i < n; i++){
           for (int j = 1; j < (n-i); j++) {
               if (theArray[j-1] > theArray[j]) {
                  // out of order
                  long tmp = theArray[j-1];
                  theArray[j-1] = theArray[j];
                  theArray[j] = tmp;
              }
           }
```

## Recursive Sorting

#### **Quick Sort**

```
public static void sort() {
    sort(0, theArray.length - 1); // sort the entire array
public static void sort(int left, int right) {
    // pre: left and right between 0 and theArray.length - 1
    // post: the portion of array between left and right sorted
                                     // if size <= 1,
    if(right-left <= 0)</pre>
        return;
                                           already sorted
    else {
                                     // size is 2 or larger
        long pivot = theArray[right];// choose the rightmost item as pivot
        int partition = partitionIt(left, right, pivot);
        sort(left, partition-1); // sort left side
        sort(partition+1, right); // sort right side
}
public static int partitionIt(int left, int right, long pivot) {
   // pre: left <= pivot <= right</pre>
    // post: left <= partition <= right, and
             all elements between left and partition <= pivot
   //
    //
             all elements between partition and right >= pivot
    int leftPtr = left - 1;
    int rightPtr = right;
    while(true) {
        while( theArray[++leftPtr] < pivot ); // keep looking</pre>
        // after the loop, a bigger or equal element found
        while(rightPtr > 0 && theArray[--rightPtr] > pivot) ; // keep looking
        // after the loop, a smaller or equal element found
        if(leftPtr >= rightPtr)
                                      // if pointers cross,
            break;
                                      // partition done
                                      // not crossed, so
        else
            swap(leftPtr, rightPtr); // swap elements
    swap(leftPtr, right);
                                  // restore pivot
   return leftPtr;
                                   // return pivot location
} // end partitionIt()
public static void swap(int dex1, int dex2) { // swap two array elements
    long temp = theArray[dex1];
                                  // A into temp
    theArray[dex1] = theArray[dex2]; // B into A
    theArray[dex2] = temp;
                                      // temp into B
}
```

#### Merge Sort

```
public static void sort() {
    sort(0, theArray.length);
// Sort a[lo, hi).
public static void sort(int lo, int hi) {
                            // number of elements to sort
    int N = hi - lo;
    // O- or 1-element file, so we're done
    if (N <= 1) return;</pre>
    // recursively sort left and right halves
    int mid = lo + N/2;
    sort(lo, mid);
    sort(mid, hi);
    // merge two sorted subarrays
    long [] aux = new long[N];
    int i = lo, j = mid;
    for (int k = 0; k < N; k++) {
        if (i == mid)
             aux[k] = theArray[j++];
        else if (j == hi)
             aux[k] = theArray[i++];
        else if (theArray[j] < theArray[i])</pre>
             aux[k] = theArray[j++];
        else
             aux[k] = theArray[i++];
    }
    // copy back to theArray
    for (int k = 0; k < N; k++) {
        theArray[lo + k] = aux[k];
    }
}
```