

* Aim \rightarrow Implement using divide and conquer technique and analyze time complexity of it (merge sort)

* Requirement \rightarrow Computer system & TurboC

* Theory \rightarrow

Divide and conquer is a technique of designing algorithm that consist of decomposing the problem to the solved into small number of sub problems. Divide & conquer approach involves

- ① divide the instance of problems into 2 or more small instances.
- ② solve smaller to original instance by solution

Steps

① divide & break : step involves breaking of problem that represents a part of original problem. This step generally take recursive approach.

② Conquer / Solve : step receives a lot of smaller problems to be solved generally as this level the problem are consist solved by their own.

* Aim → Implement using divide & conquer technique
& analyze time complexity of it (merge sort)

* Program →

```
#include <stdio.h>
```

```
void merge sort (int a[] ; int i ; int j);
```

```
void merge (int a[], int l1, int j1, int i2, int j2);
```

```
int main()
```

```
{
```

```
    int a[30], n, i;
```

```
    printf("Enter number of elements ");
```

```
    scanf("%d", &n);
```

```
    printf("Enter array elements");
```

```
    for(i=0 ; i<n ; i++)
```

```
    {
```

```
        scanf("%d", &a[i]);
```

```
        mergesort (a, 0, n-1);
```

```
        printf("\n sorted array i ");
```

```
        for (i=0; i<n; i++)
```

```
            printf("%d", a[i]);
```

```
        return 0;
```

```
}
```

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

```
{
```

```
    int mid;
```

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

```
    {
```

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

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

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

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

```
    }
```

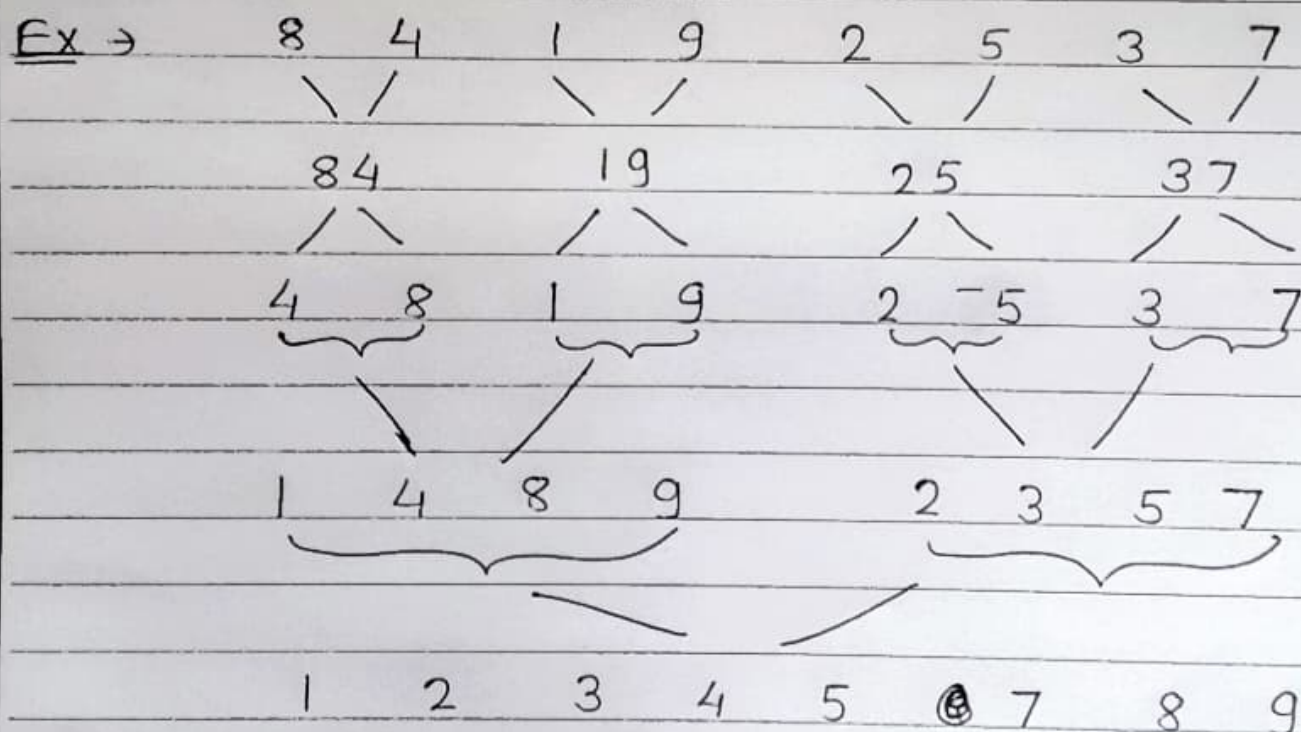
```
}
```


③ Merge / combine \rightarrow When smaller sub programs are solved, this step recursively combine them until they formulate the solution of original problem.

Following algorithms are based on divide and conquer programming approach :

- ① Merge sort ③ Binary sort (search)
- ② Quick sort ④ Closest path (points)

Merge sort is a divide & conquer based technique which divides the array into parts whose size are sorting these parts by recursive call & then merge the solution for even parts.



```

void merge (int a[], int i1, int j1, int i2, int j2)
{
    int temp[50];
    int i, j, k;
    i = i1;
    j = j1;
    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 = a; i <= j2; i++; j++)
        a[i] = temp[j];
}

```

output →

Enter number of elements : 5

Enter array elements : 36 6 12 0 22

Sorted array is : 0 6 12 22 36

Process returned 0(0x0)

Execution time : 10.219

* Conclusion → We have successfully implement merge sort algorithm using divide and conquer technique and analyze complexity

Expt. No. 3

Date :

* Time complexity \rightarrow

Merge sort works on dividing nodes in half of each level, the total time taken $n(\log n)$

* Algorithm \rightarrow

Step 1 : It is only one element in the list.
It is already sorted.

Step 2 : Divide the list recursively into 2 halves until it can no more be divided.

Step 3 : Merge smaller list into new list.

* Conclusion \rightarrow

We have successfully implement merge sort algorithm using divide and conquer technique and analyze complexity.