



Algo: CS205

Algorithm

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TOPICS

Quick sort

Linear search

Bubble sort

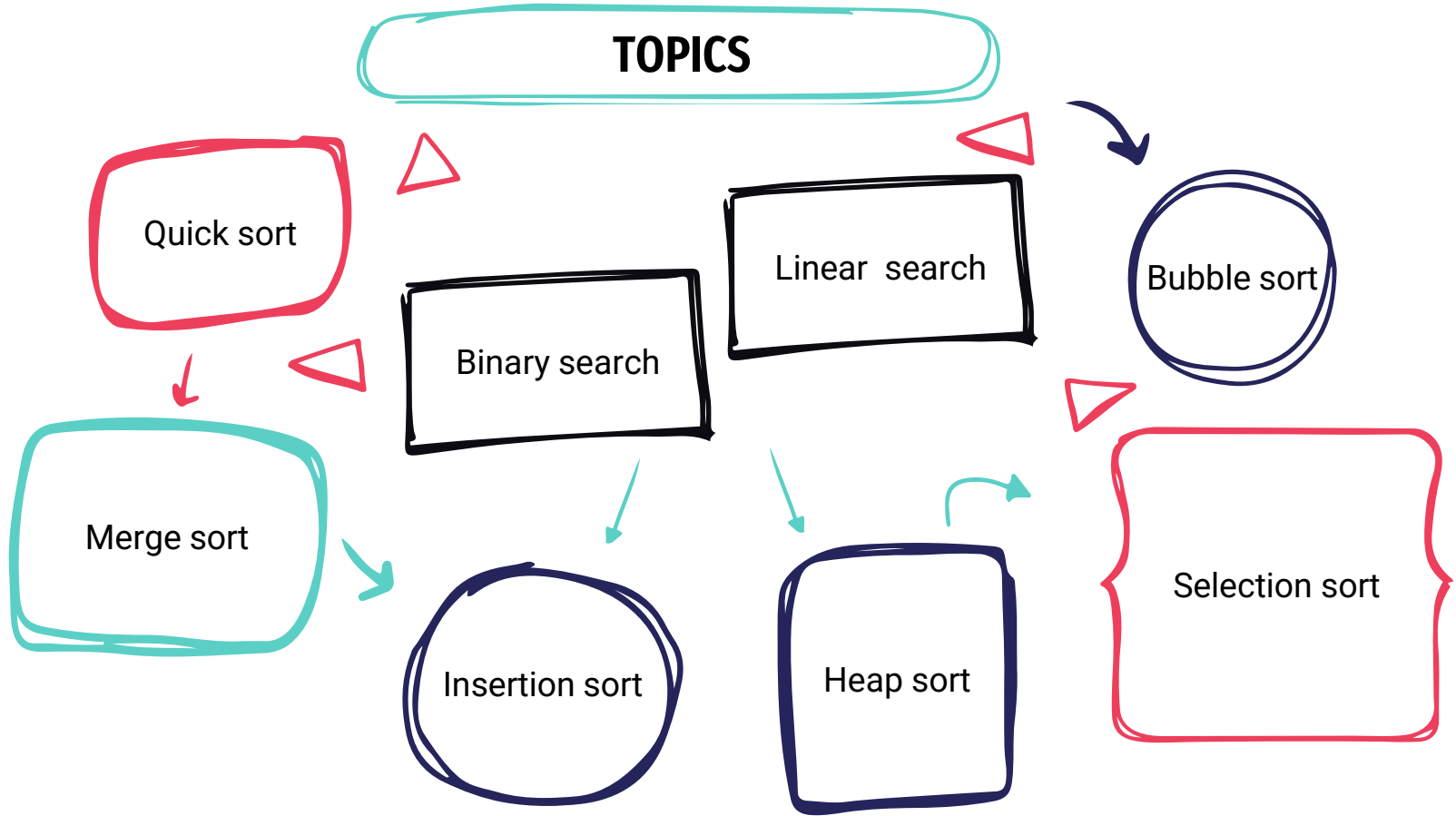
Binary search

Merge sort

Insertion sort

Heap sort

Selection sort



Insertion sort



Best case
 $O(n)$


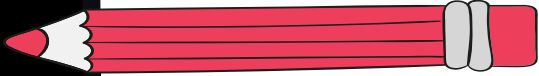





Average case
 $O(n^2)$



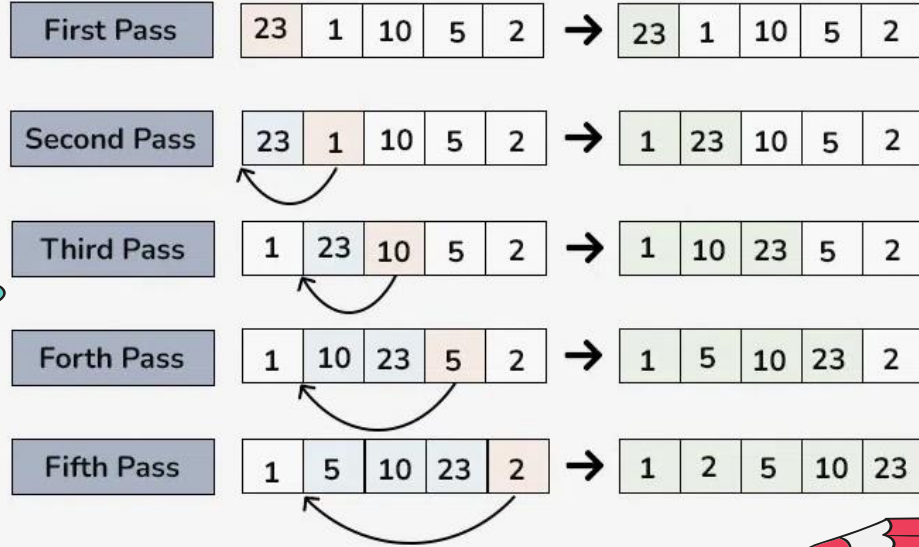
Worst case
 $O(n^2)$

coding

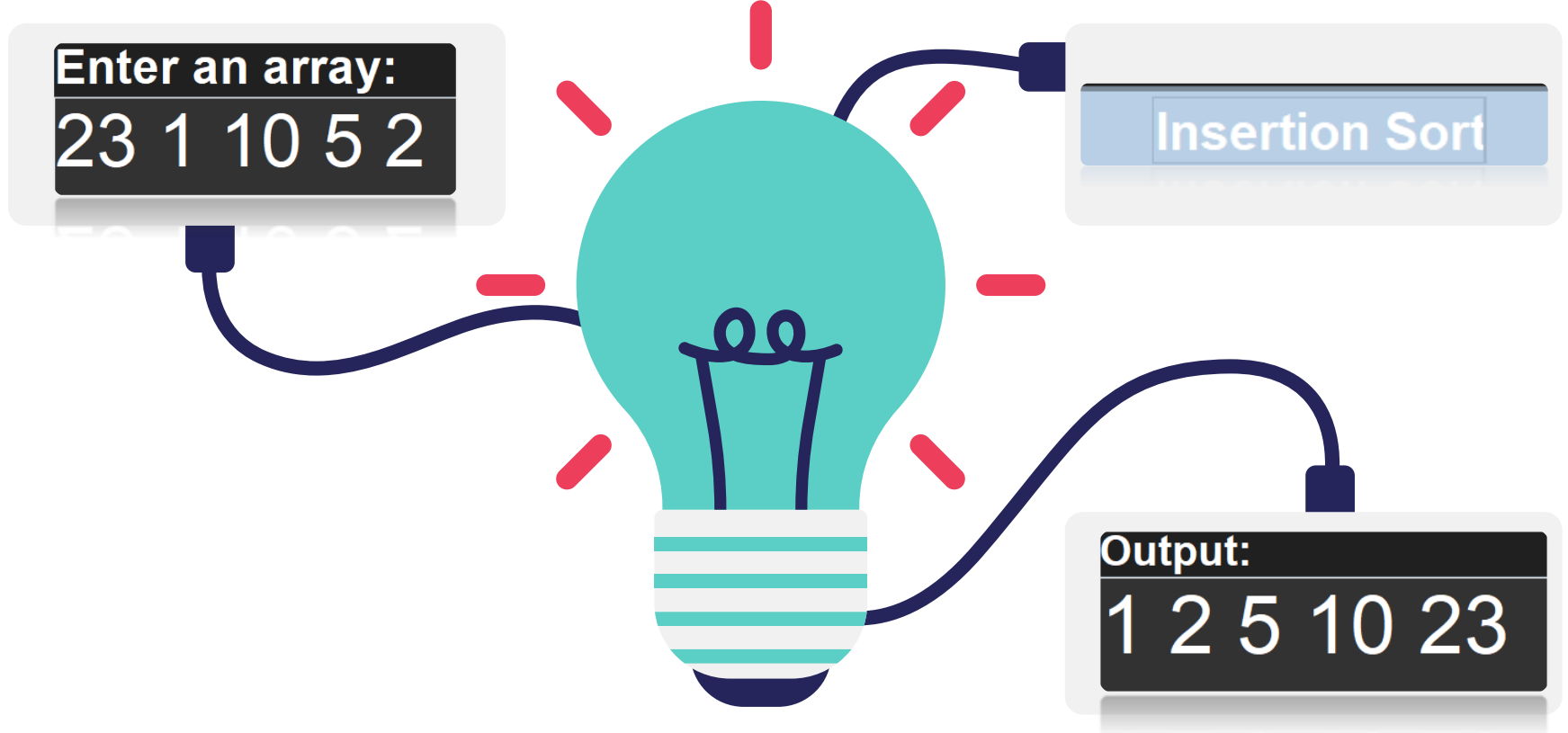


```
// Insertion sort
public static void insertionSort(int[] arr)
{
    for (int i = 0; i < arr.length; i++) {
        int key = arr[i];
        int j = i - 1;
        while (j >= 0 && arr[j] > key) {
            arr[j + 1] = arr[j];
            j--;
        }
        arr[j + 1] = key;
    }
}
```

Passes




GUI



Merge sort



Best case
 $O(n \log n)$



Average case
 $O(n \log n)$



Worst case
 $O(n \log n)$

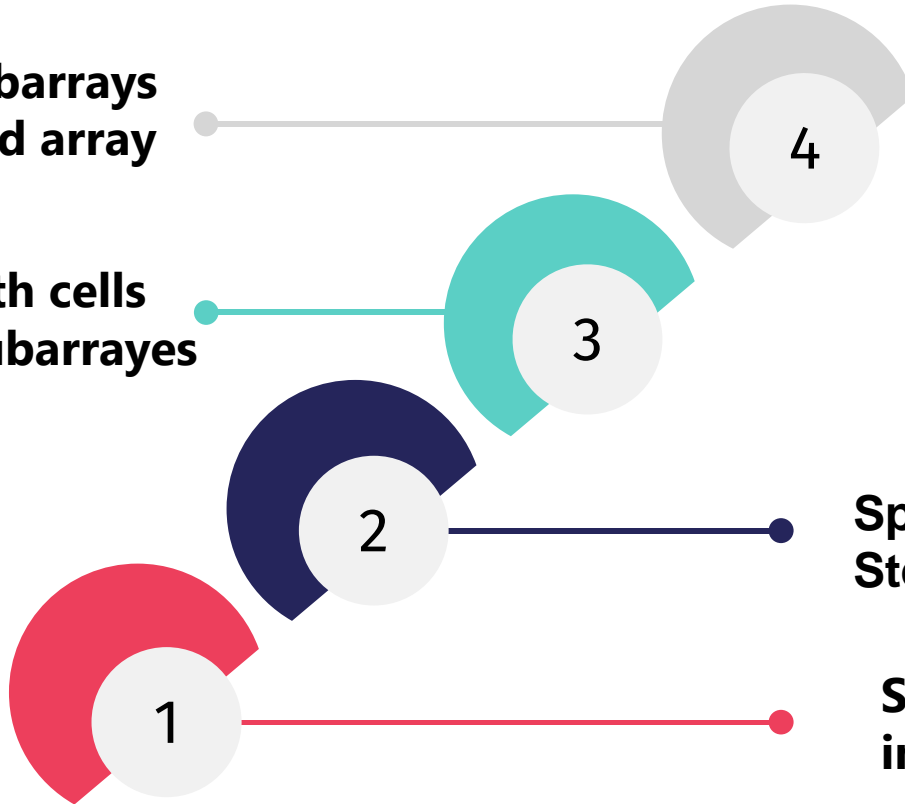
STEPS

**Merging sorted subarrays
Step into the sorted array**

**Merging unit length cells
Step into sorted subarrays**

**Splitting the subarrays
Step into two halves**

**Splitting the Array
into two equal halves**

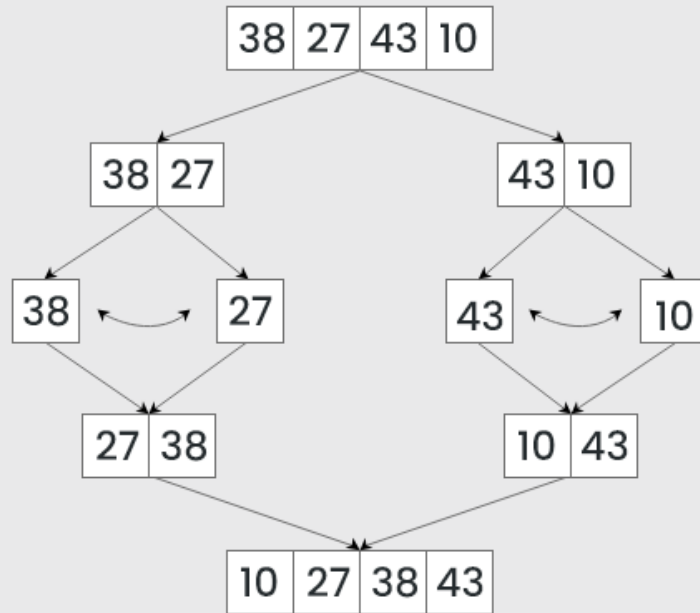


```
// Merge Sort
```

```
public static void mergeSort(int[] arr) {  
    if (arr.length <= 1) {  
        return;}  
    int middle = arr.length / 2;  
    int[] leftArr = new int[middle];  
    int[] rightArr = new int[arr.length - middle];  
    int j = 0;  
    for (int i = 0; i < arr.length; i++) {  
        if (i < middle) { leftArr[i] = arr[i];  
        } else {  
            rightArr[j] = arr[i];  
            j++; }  
    }  
    mergeSort(leftArr);  
    mergeSort(rightArr);  
    merge(leftArr, rightArr, arr);  
}
```

```
private static void merge(int[] leftArr, int[] rightArr,  
int[] arr) {  
    int i = 0, l = 0, r = 0;  
    while (l < leftArr.length && r < rightArr.length) {  
        if (leftArr[l] < rightArr[r]) {  
            arr[i] = leftArr[l];  
            i++; l++;} else {  
            arr[i] = rightArr[r];  
            i++;  
            r++;}}  
    while (l < leftArr.length) {  
        arr[i] = leftArr[l];  
        l++; i++; }  
    while (r < rightArr.length) {  
        arr[i] = rightArr[r];  
        r++; i++;}}}
```

Passes



GUI



Bubble sort



Best case
 $O(N)$



Average case
 $O(N^2)$



Worst case
 $O(N^2)$


coding



```
// Bubble Sort
```

```
public static void bubbleSort(int[]  
arr) {
```

```
    for (int i = 0; i < arr.length - 1; i++)  
    {
```



```
        for (int j = 0; j < arr.length - 1 - i  
; j++) {
```

```
            if (arr[j] > arr[j + 1]) {
```

```
                int temp = arr[j];
```

```
                arr[j] = arr[j + 1];
```

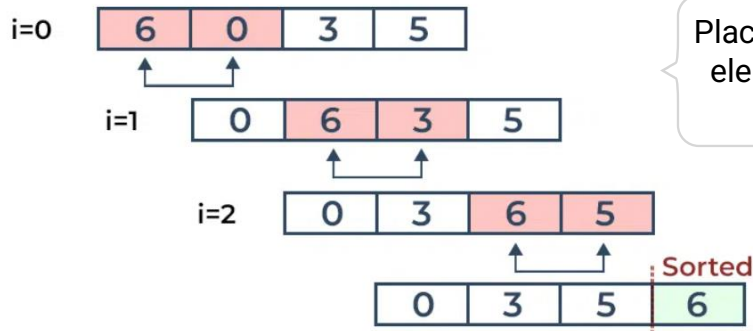
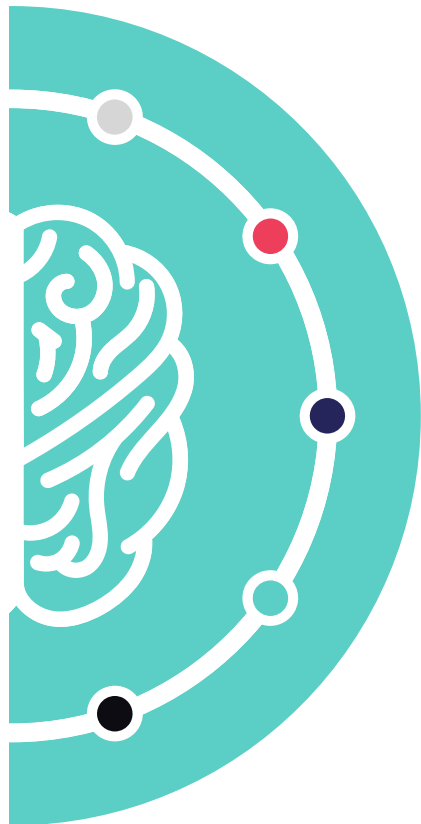
```
                arr[j + 1] = temp;
```



```
            }  
        }  
    }  
}
```

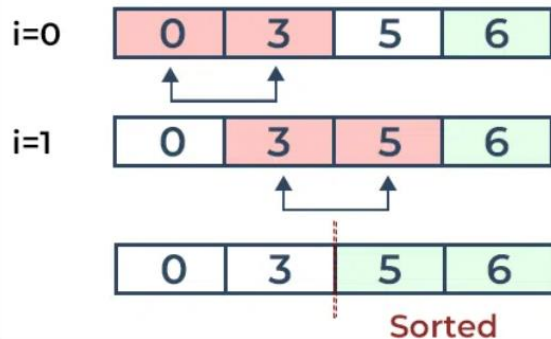


Steps



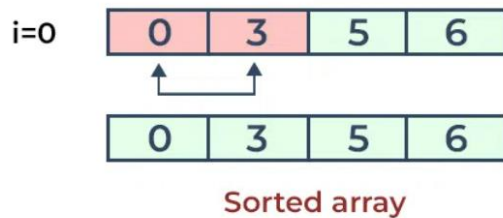
Placing the 1st largest element at Correct position

1



Placing 2nd largest element at Correct position

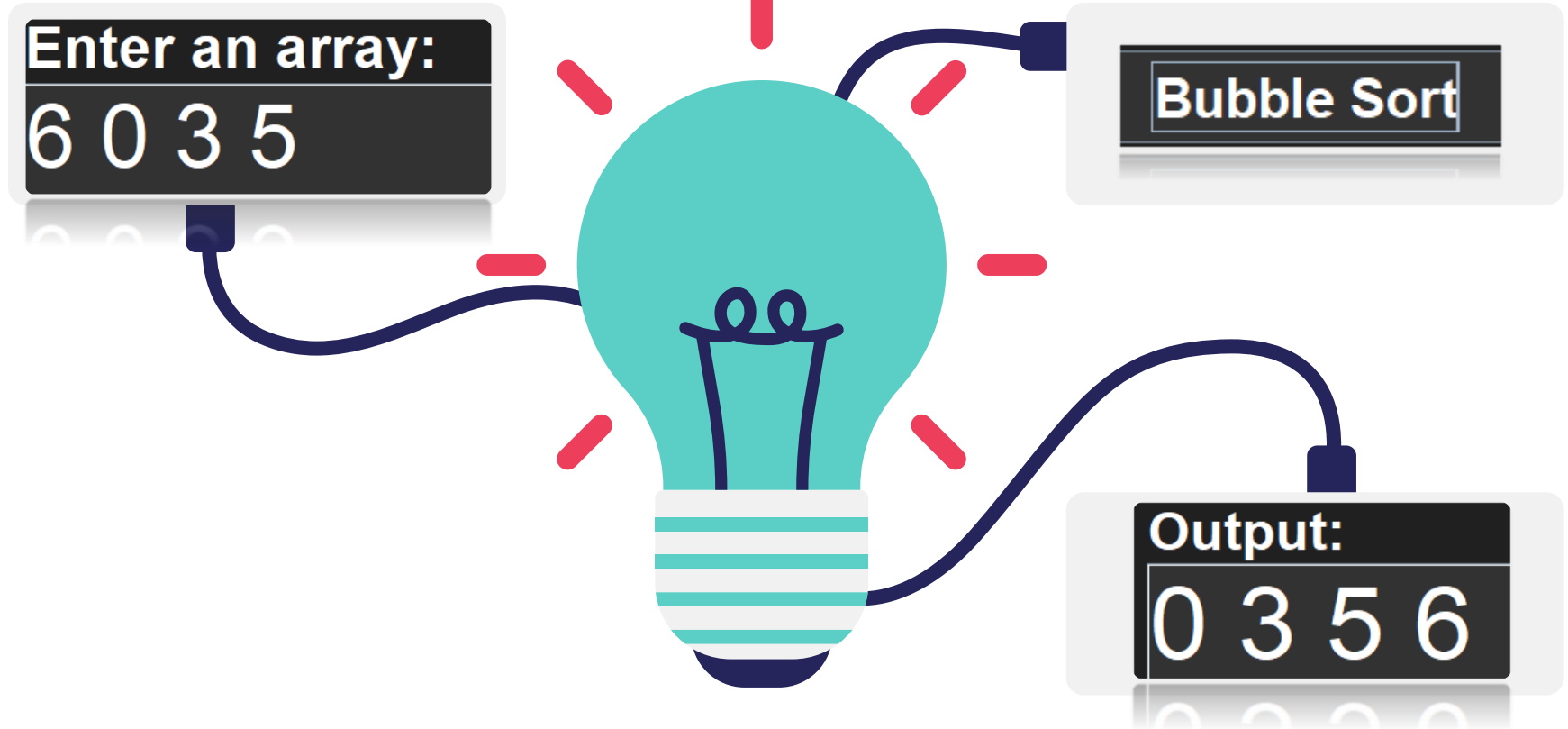
2



Placing 3rd largest element at Corrrt position

3

GUI



Selection sort



Best case
 $O(N^2)$



Average case
 $O(N^2)$



Worst case
 $O(N^2)$

coding




```
// Selection Sort
```

```
public static void selectionSort(int[]  
arr) {
```


```
    for (int i = 0; i < arr.length; i++) {
```

```
        int minIndex = i;
```

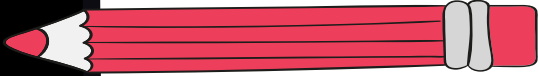


```
        for (int j = i + 1; j < arr.length;  
j++) {
```

```
            if (arr[j] < arr[minIndex]) {  
                minIndex = j;}}
```



```
        int temp = arr[minIndex];  
        arr[minIndex] = arr[i];  
        arr[i] = temp;}}
```



STEPS

First pass:

1

Swapping Elements



Position to hold
Min element

Min element

Third Pass:

3

Swapping



Min element

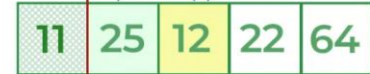
already sorted

Position to hold
next min element

Second
Pass:

2

Swapping



Min element

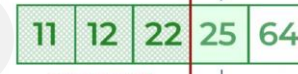
already sorted

Position to hold
next min element

Fourth pass:

4

Min element



already sorted

Position to hold
next min element

Hence no swap

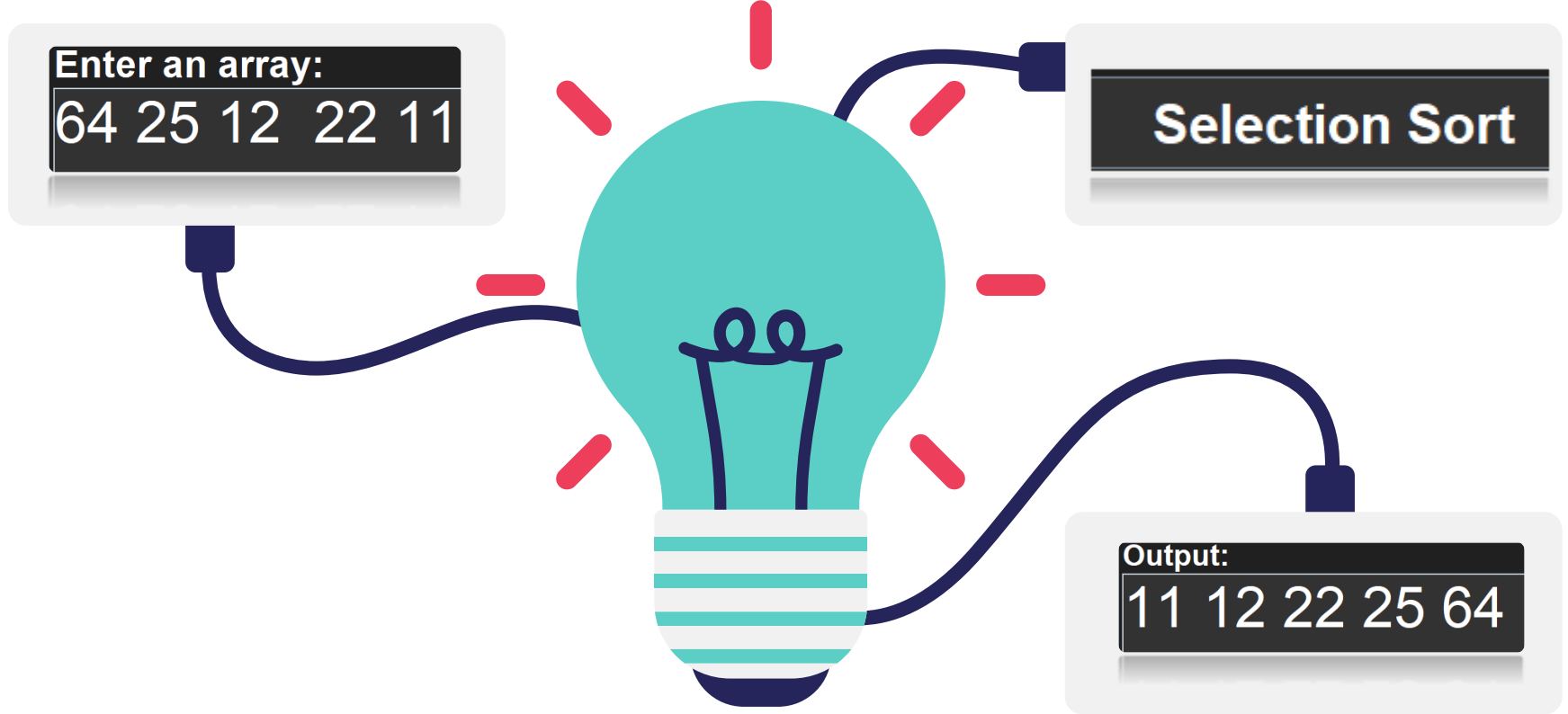
Fifth Pass:

5



Sorted array

GUI



Quick sort



Best case
 $\Omega (N \log (N))$



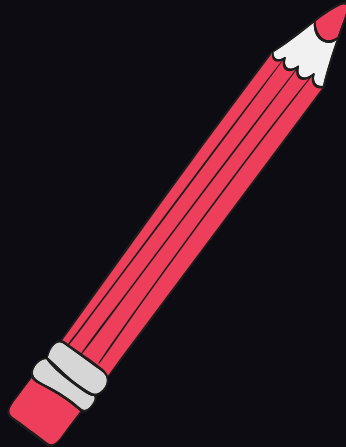
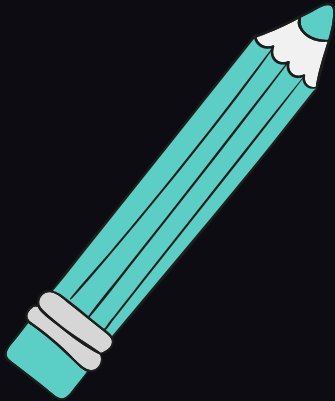
Average case
 $\theta (N \log (N))$



Worst case
 $O(N^2)$

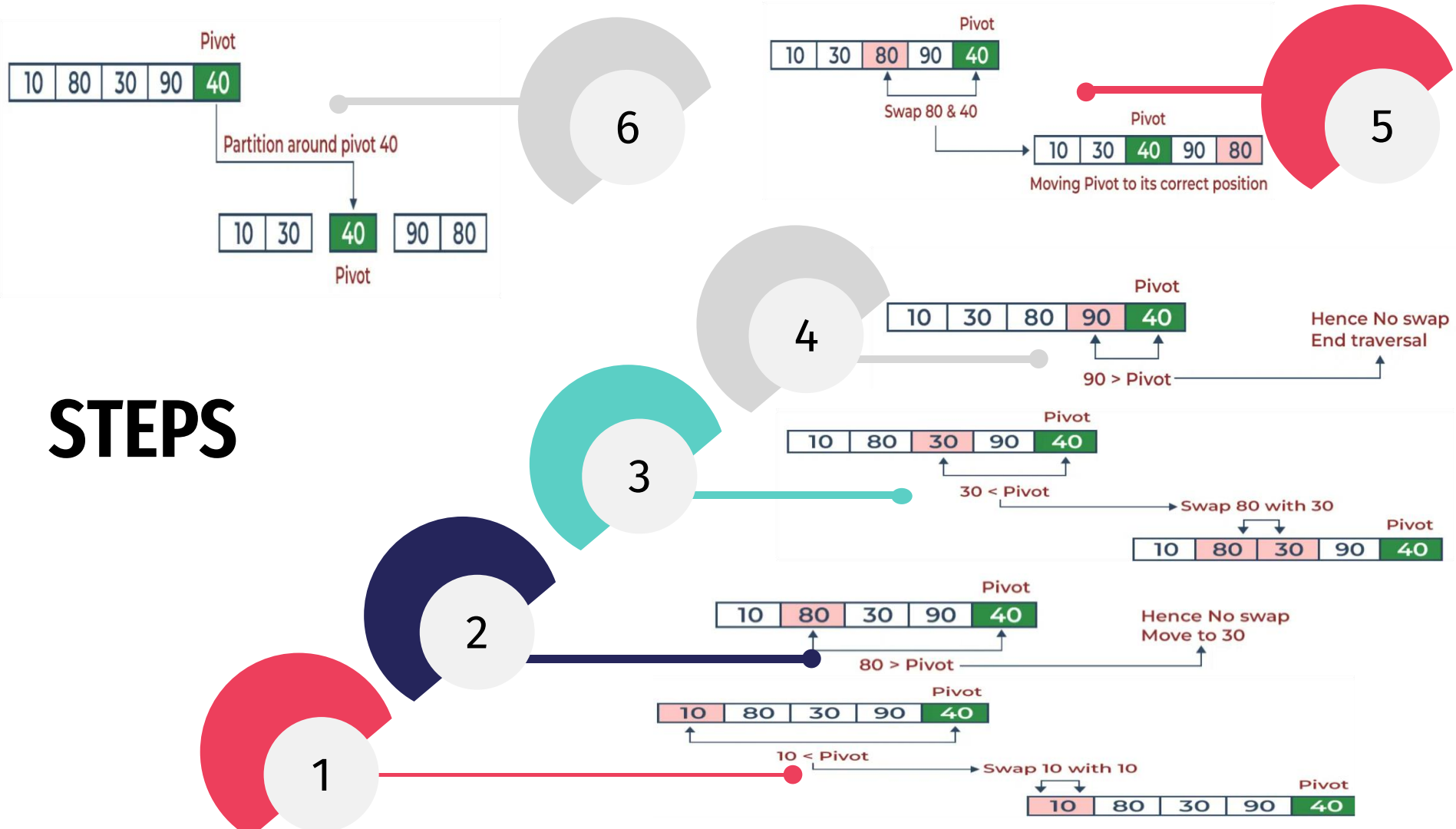
// Quick Sort

```
public static void quickSort(int[] arr, int start,
int end) {
    if (end <= start) {return;}
    int pivot = partition(arr, start, end);
    quickSort(arr, start, pivot - 1);
    quickSort(arr, pivot + 1, end);
}
```

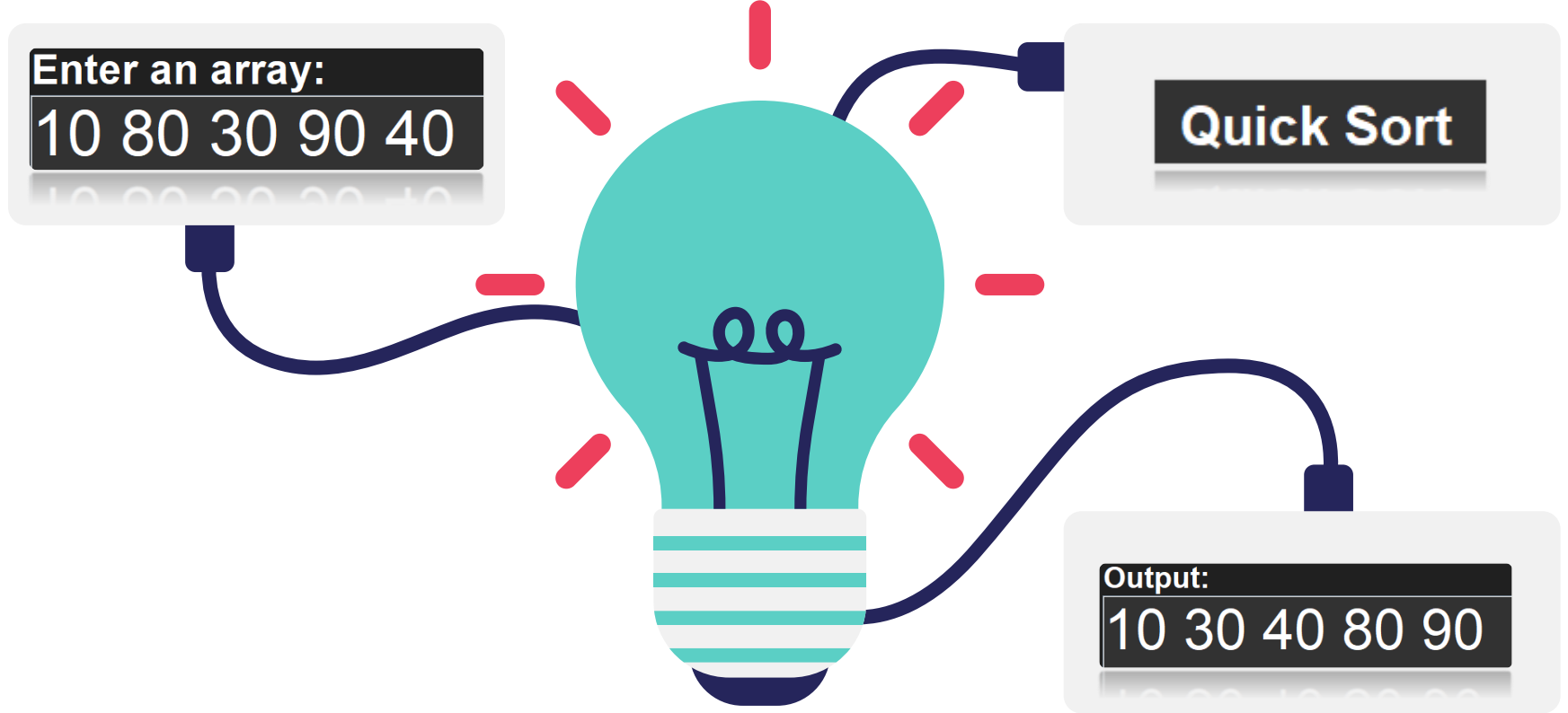


```
private static int partition(int[] arr, int start, int
end) {
    int pivot = arr[end];
    int i = start - 1;
    for (int j = start; j < end; j++) {
        if (arr[j] < pivot) {
            i++;
            int temp = arr[i];
            arr[i] = arr[j];
            arr[j] = temp;
        }
    }
    i++;
    int temp = arr[i];
    arr[i] = arr[end];
    arr[end] = temp;
    return i;}
}
```

STEPS



GUI



HEAP sort



Best case
 $\Omega (N \log (N))$



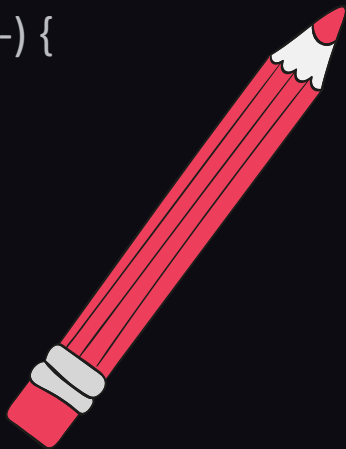
Average case
 $\theta (N \log (N))$



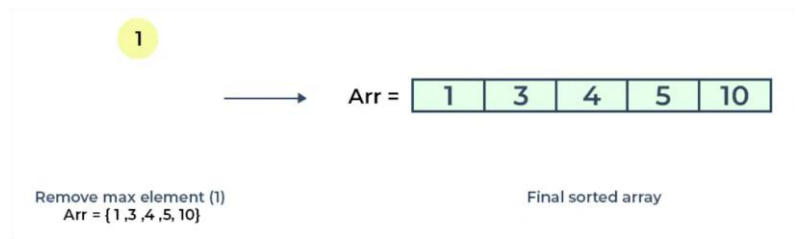
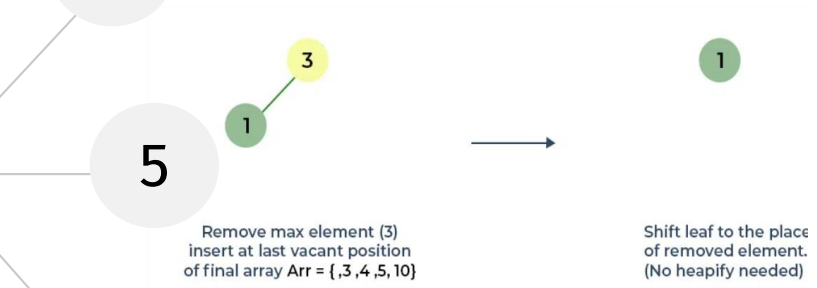
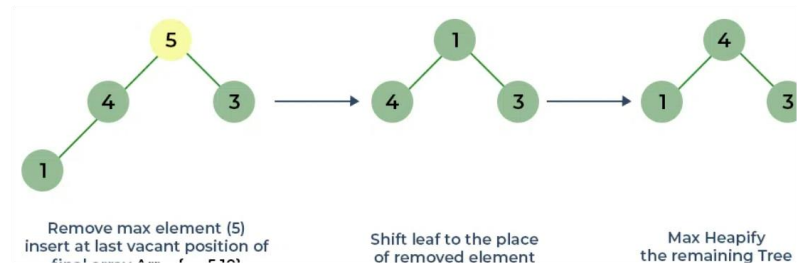
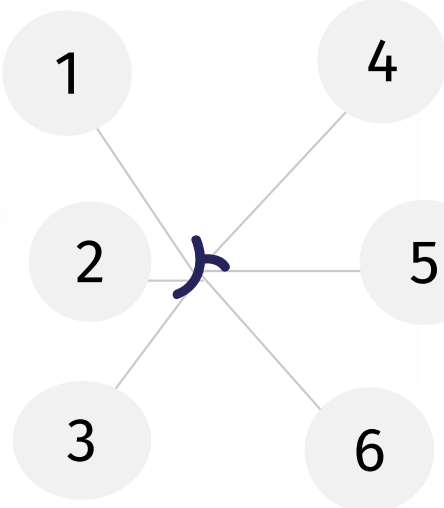
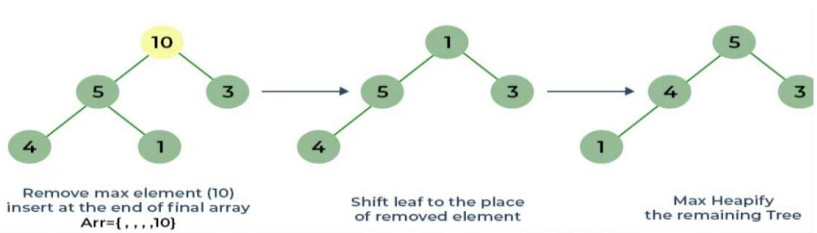
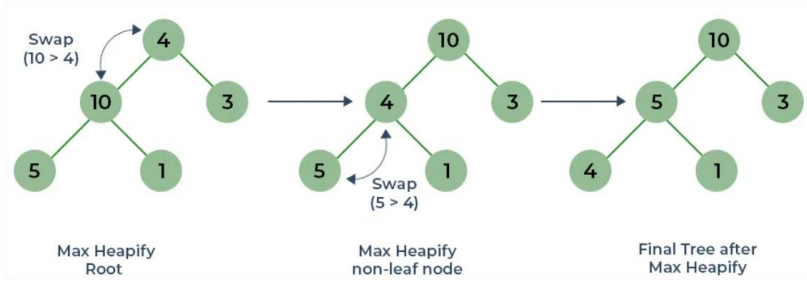
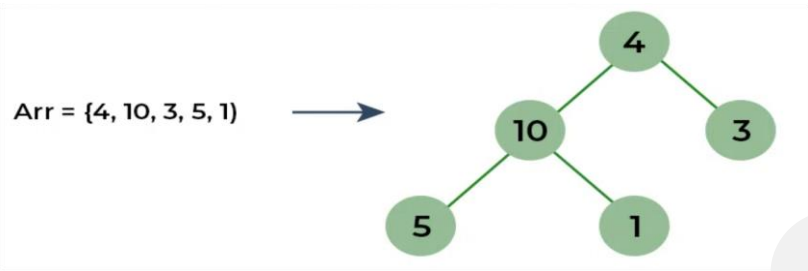
Worst case
 $O(N \log N)$

// Heap Sort

```
public static void heapSort(int[] arr) {  
    int n = arr.length;  
    for (int i = n/2 - 1; i >= 0; i--) {  
        heapify(arr, n, i);  
    }  
  
    for (int i = n - 1; i >= 0; i--) {  
        int temp = arr[0];  
        arr[0] = arr[i];  
        arr[i] = temp;  
        heapify(arr, i, 0);  
    }  
}
```



```
private static void heapify(int[] arr, int n, int i) {  
    int l = 2 * i + 1;  
    int r = 2 * i + 2;  
    int max = i;  
    if (l < n && arr[l] > arr[max]) {  
        max = l;  
    }  
    if (r < n && arr[r] > arr[max]) {  
        max = r;  
    }  
  
    if (max != i) {  
        int temp = arr[i];  
        arr[i] = arr[max];  
        arr[max] = temp;  
        heapify(arr, n, max);  
    }  
}
```



GUI

