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PRN: 2020BTEIT00027

Computer Algorithms

Assignment 1

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                     Call graph (explanation follows)


granularity: each sample hit covers 4 byte(s) no time propagated

index % time    self  children    called     name
                0.00    0.00      15/15          partition(int*, int, int) [9]
[8]      0.0    0.00    0.00      15         swap(int*, int*) [8]
-----------------------------------------------
                0.00    0.00      10/10          QuickSort(int*, int, int) [10]
[9]      0.0    0.00    0.00      10         partition(int*, int, int) [9]
                0.00    0.00      15/15          swap(int*, int*) [8]
-----------------------------------------------
                                  20             QuickSort(int*, int, int) [10]
                0.00    0.00       1/1           main [6]
[10]     0.0    0.00    0.00       1+20      QuickSort(int*, int, int) [10]
                0.00    0.00      10/10          partition(int*, int, int) [9]
                                  20             QuickSort(int*, int, int) [10]
-----------------------------------------------

 This table describes the call tree of the program, and was sorted by
 the total amount of time spent in each function and its children.

 Each entry in this table consists of several lines.  The line with the
 index number at the left hand margin lists the current function.
 The lines above it list the functions that called this function,
 and the lines below it list the functions this one called.
 This line lists:
     index      A unique number given to each element of the table.
                Index numbers are sorted numerically.
                The index number is printed next to every function name so
```