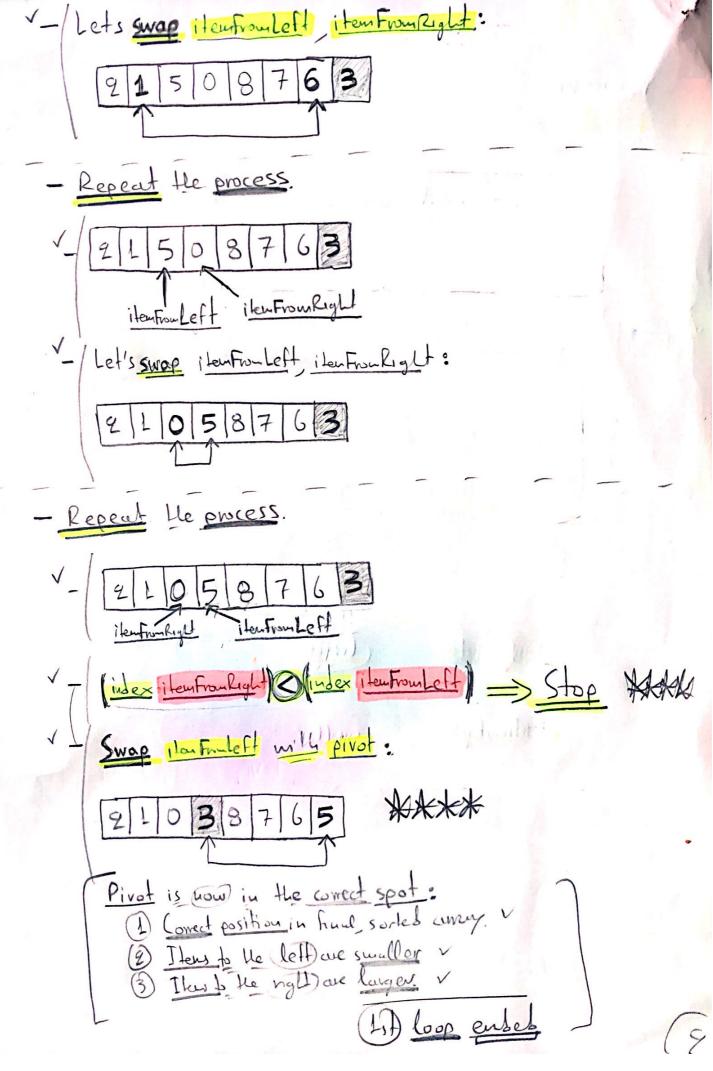
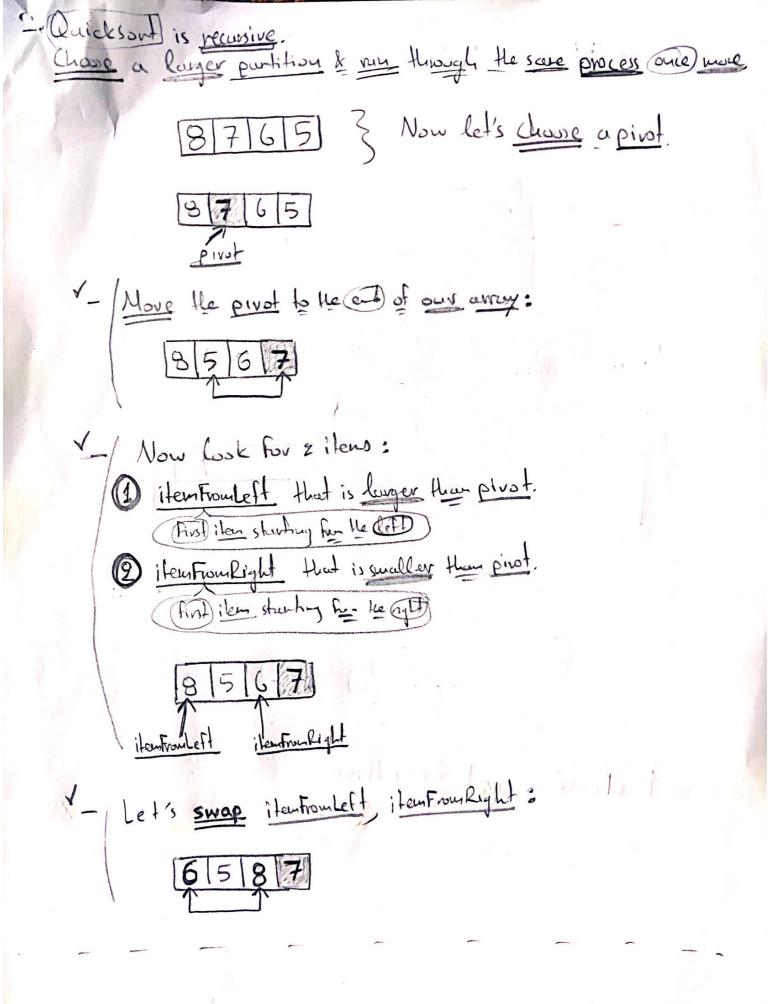


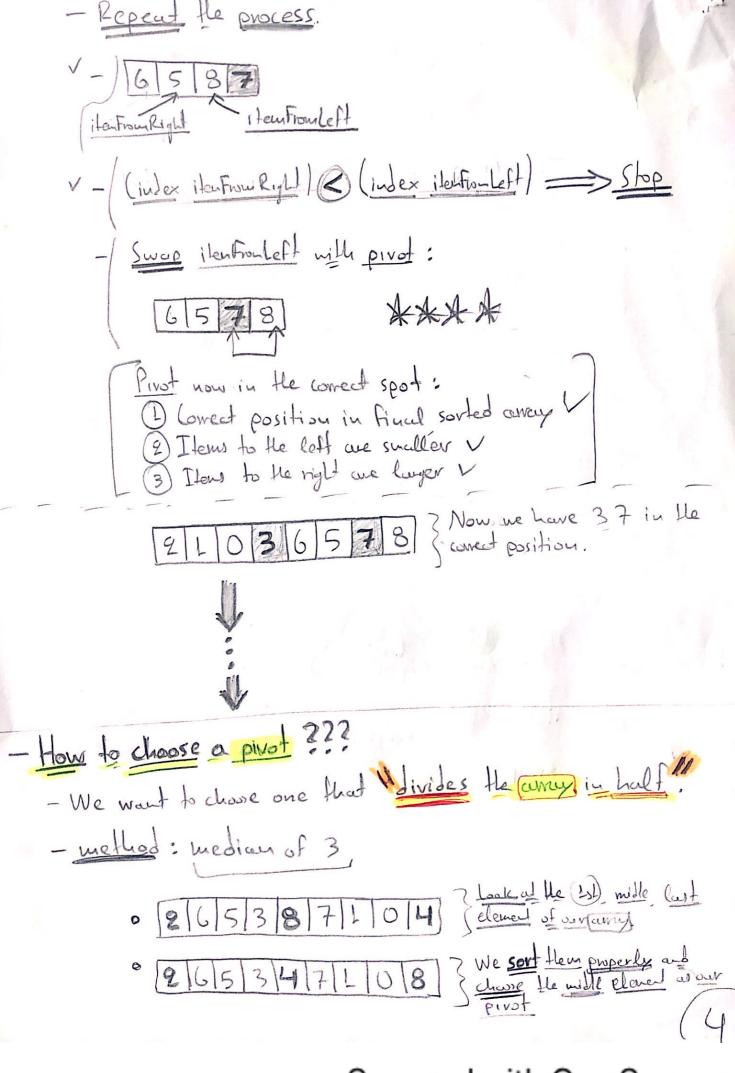
## Scanned with CamScanner



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Quicksort (A low Ligh) {

If (low@ Ligh) {

pivot\_location = Partition (A low Ligh)

Quicksort (A low pivot\_location)

Quicksort (A pivot\_location + 1 Ligh)

3

Partition (A, low ligh) {

pivot = A[low]

leftwall = low

for (i = low +1 to Ligh) {

if (A[i] @ pivot) {

swap [A[i] A[leftwall])

leftwall = leftwall + 1

swap (pivot A[leftwall])

return (leftwall)

Worst aue: O(u²)
Average aue: O(u·logu)