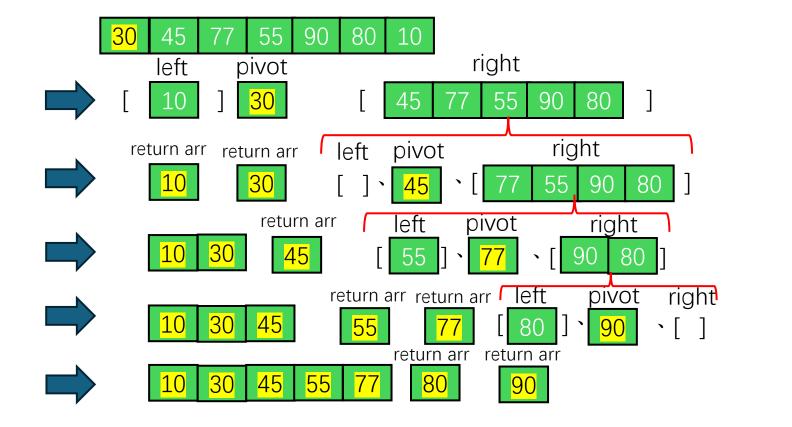
Javascript 快速排序法+二分搜尋法

```
JS quicksort.js X
 JS quicksort.js > 😭 prompt.get() callback
       var prompt = require('prompt');
       prompt.start();
       let data = [30,45,77,55,90,80,10];
       function quicksort(arr) {
         if (arr.length <= 1) {</pre>
           return arr;
         let left = [];
         let right = [];
         let pivot = arr[0];
         for (i = 1; i < arr.length; i++) {
           let num = arr[i];
           if (num < pivot) {</pre>
             left.push(num);
           } else {
             right.push(num);
         return [...quicksort(left), pivot, ...quicksort(right)];
       console.log(quicksort(data));
       function binarysearch(arr,goal) {
         let head = 0;
         let end = arr.length - 1;
         let mid;
         while (head <= end) {
           mid = ((head + end) / 2) | 0;
           if (goal < arr[mid]) {</pre>
             end = mid - 1;
           } else if (goal > arr[mid]) {
             head = mid + 1;
           } else {
             return ("搜尋選項在第" + (mid + 1) + "項");
         return ("無搜尋資料");
       prompt.get(['number'],function(err,result) {
           console.log(binarysearch(quicksort(data), result.number));
```

這是快速排序法+二分搜尋法的程式

快速排序法的程式是

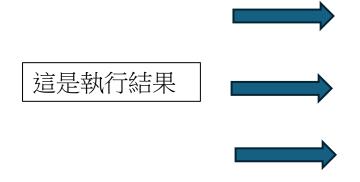
- 1.先給予一資料陣列 data
- 2.在function quicksort中,本程式使用的方式是選定data第一個數字做為 基準值,宣告兩個空陣列"左"和"右"
- 3. 將接下來的各個數字小於基準值的放進左陣列,大於的則放進右陣列
- 4.之後用遞迴的方式使得左陣列、基準值、右陣列個別再跑一次function,前面的if有判斷陣列資料剩下小於等於1個數字時會直接回傳
- 5.在多次循環下數字就會由小到大排序傳回data中



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       function quicksort(arr) {
         if (arr.length <= 1) {</pre>
           return arr;
         let left = [];
         let right = [];
         let pivot = arr[0];
         for (i = 1; i < arr.length; i++) {
           let num = arr[i];
           if (num < pivot) {</pre>
             left.push(num);
           } else {
             right.push(num);
         return [...quicksort(left), pivot, ...quicksort(right)];
       console.log(quicksort(data));
       function binarysearch(arr,goal) {
         let head = 0;
         let end = arr.length - 1;
         let mid;
         while (head <= end) {
           mid = ((head + end) / 2) | 0;
           if (goal < arr[mid]) {</pre>
             end = mid - 1;
           } else if (goal > arr[mid]) {
             head = mid + 1;
           } else {
             return ("搜尋選項在第" + (mid + 1) + "項");
         return ("無搜尋資料");
       prompt.get(['number'],function(err,result) {
           console.log(binarysearch(quicksort(data), result.number));
```

- 二分搜尋法的程式是
- 1.輸入一個陣列與要在陣列中尋找的數字
- 2.數字用prompt javascript的寫法使得能輸入任意數字
- 3.在 function binarysearch 中,先宣告head=0、end=陣列長度-1 和mid
- 4.本程式使用位元運算子的or方法配上0,使得(head+end)/2在存在小數點時,能捨去小數點後的數字變為整數
- 5.當mid位置的數字大於尋求的數字時,會使搜尋範圍從尾部往前縮至一半
- 6.反之,當mid位置的數字小於尋求的數字時,會使搜尋範圍從部頭往前縮至一半
- 7. 反覆進行直到搜尋範圍縮至1個數字時,搜尋資料就在mid+1項的位置
- 8.若無此資料,最後就會回"無搜尋資料"

以10,30,45,55,80,77,90 搜尋77為例



```
問題 輸出 偵錯主控台 終端機 連接埠

PS C:\Users\theeo\Desktop\js\quicksort search> node quicksort.js
[
   10, 30, 45, 55,
   77, 80, 90
]
prompt: number: 77
搜尋選項在第5項
PS C:\Users\theeo\Desktop\js\quicksort search>
```

完整程式列表

```
var prompt = require('prompt');
prompt.start();
let data = [30,45,77,55,90,80,10];
function quicksort(arr) {
  if (arr.length <= 1) {</pre>
    return arr;
 let left = [];
 let right = [];
 let pivot = arr[0];
 for (i = 1; i < arr.length; i++) {</pre>
   let num = arr[i];
    if (num < pivot) {</pre>
     left.push(num);
    } else {
      right.push(num);
  return [...quicksort(left), pivot, ...quicksort(right)];
console.log(quicksort(data));
function binarysearch(arr,goal) {
 let head = 0;
 let end = arr.length - 1;
 let mid;
  while (head <= end) {
    mid = ((head + end) / 2) | 0;
```

```
| if (goal < arr[mid]) {
| end = mid - 1;
| else if (goal > arr[mid]) {
| head = mid + 1;
| else {
| return ("搜尋選項在第" + (mid + 1) + "項");
| }
| else {
| return ("無搜尋資料");
| else {
| return ("共享資料");
| else {
| return ("共享資料");
| else {
| return ("共享資料");
| else if (goal > arr[mid]) {
| return ("接身選項在第" + (mid + 1) + "項");
| else if (goal > arr[mid]) {
| return ("接身選項在第" + (mid + 1) + "項");
| else if (goal > arr[mid]) {
| return ("搜尋選項在第" + (mid + 1) + "項");
| else if (goal > arr[mid]) {
| return ("搜尋選項在第" + (mid + 1) + "項");
| else if (goal > arr[mid]) {
| return ("搜尋選項在第" + (mid + 1) + "項");
| else if (goal > arr[mid]) {
| return ("搜尋選項在第" + (mid + 1) + "項");
| else if (goal > arr[mid]) {
| return ("搜尋選項在第" + (mid + 1) + "項");
| else if (goal > arr[mid]) {
| return ("把握手工作") if (mid + 1) + "項");
| else if (goal > arr[mid]) {
| return ("把握手工作") if (mid + 1) + "項");
| else if (goal > arr[mid]) {
| return ("把握手工作") if (mid + 1) + "項");
| else if (goal > arr[mid]) {
| return ("無理可证第") if (mid + 1) + "項");
| else if (goal > arr[mid]) {
| return ("無理可证第") if (mid + 1) + "項");
| else if (goal > arr[mid]) {
| return ("無理可证第") if (mid + 1) + "項");
| else if (goal > arr[mid]) {
| return ("無理可证第") if (mid + 1) + "項");
| else if (goal > arr[mid]) {
| return ("無理可证第") if (mid + 1) + "項");
| else if (goal > arr[mid]) {
| return ("無理可证第") if (mid + 1) + "項");
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| else if (goal > arr[mid]) {
| return ("無理可证第") if (mid + 1) + "項");
| else if (goal > arr[mid]) {
| return ("無理可证第") if (mid + 1) + "項");
|
```