

AlgorithmAnalysis

1.1

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src/ aux.cpp
src/ generators.cpp
src/ interaction.cpp
src/ main.cpp
src/ ordenacion.cpp
src/ test.cpp

Chapter 2

File Documentation

2.1 include/aux.h File Reference

```
#include <time.h> #include <cstdlib> #include <iostream> ×  
#include "../include/ordenacion.h"    #include <fstream> ×  
#include <iomanip>
```

Functions

- void [createRandomArray](#) (int V[], int arrayLegth, int maxInteger)
Creates a random integer array between 0 and.
- void [copyArray](#) (int V[], int W[], int n)
- bool [checkArrayEquality](#) (int V[], int W[], int n)
- bool [checkIsOrdered](#) (int V[], int n)
- void [printArrayContents](#) (int V[], int n)

2.1.1 Function Documentation

2.1.1.1 bool [checkArrayEquality](#) (int V[], int W[], int n)

2.1.1.2 bool [checkIsOrdered](#) (int V[], int n)

2.1.1.3 void [copyArray](#) (int V[], int W[], int n)

2.1.1.4 void [createRandomArray](#) (int V[], int arrayLegth, int maxInteger)

Creates a random integer array between 0 and.

2.1.1.5 void [printArrayContents](#) (int V[], int n)

2.2 include/generators.h File Reference

```
#include "aux.h"
```

Functions

- void [generateInsertionSortTime](#) (ofstream &file, int V[], int n)
- void [generateSelectionSortTime](#) (ofstream &file, int V[], int n)
- void [generateBubbleSortTime](#) (ofstream &file, int V[], int n)
- void [generateQuickSortTime](#) (ofstream &file, int V[], int n)
- void [generateInsertionSortDataFile](#) (int problemSize, int V[], int GAP)
- void [generateSelectionSortDataFile](#) (int problemSize, int V[], int GAP)
- void [generateBubbleSortDataFile](#) (int problemSize, int V[], int GAP)
- void [generateQuickSortDataFile](#) (int problemSize, int V[], int GAP)
- void [generateAllFiles](#) (int problemSize, int V[], int GAP)

2.2.1 Function Documentation

- 2.2.1.1 void [generateAllFiles](#) (int *problemSize*, int V[], int *GAP*)
- 2.2.1.2 void [generateBubbleSortDataFile](#) (int *problemSize*, int V[], int *GAP*)
- 2.2.1.3 void [generateBubbleSortTime](#) (ofstream & *file*, int V[], int *n*)
- 2.2.1.4 void [generateInsertionSortDataFile](#) (int *problemSize*, int V[], int *GAP*)
- 2.2.1.5 void [generateInsertionSortTime](#) (ofstream & *file*, int V[], int *n*)
- 2.2.1.6 void [generateQuickSortDataFile](#) (int *problemSize*, int V[], int *GAP*)
- 2.2.1.7 void [generateQuickSortTime](#) (ofstream & *file*, int V[], int *n*)
- 2.2.1.8 void [generateSelectionSortDataFile](#) (int *problemSize*, int V[], int *GAP*)
- 2.2.1.9 void [generateSelectionSortTime](#) (ofstream & *file*, int V[], int *n*)

2.3 include/interaction.h File Reference

Functions

- int [getProblemSize](#) ()
Sets problem's size (random array's size)
- int [getMaximumInteger](#) ()
- int [getGap](#) ()
- char [chooseAlgorithm](#) ()

2.3.1 Function Documentation

2.3.1.1 char chooseAlgorithm ()

2.3.1.2 int getGap ()

2.3.1.3 int getMaximumInteger ()

2.3.1.4 int getProblemSize ()

Sets problem's size (random array's size)

Returns

a positive integer that will represent problem's size hereinafter

2.4 include/ordenacion.h File Reference

Functions

- void [insertionSort](#) (int V[], int num)
Performs an insertion sort algorithm on a vector of positive integers.
- void [selectionSort](#) (int V[], int num)
Performs a selection sort algorithm on a vector of positive integers.
- void [bubbleSort](#) (int V[], int num)
Performs a bubble sort algorithm on a vector of positive integers.
- void [quickSort](#) (int V[], int left, int right)
Performs a quick sort algorithm on a vector of positive integers.

2.4.1 Function Documentation

2.4.1.1 void bubbleSort (int V[], int num)

Performs a bubble sort algorithm on a vector of positive integers.

Parameters

<i>V</i>	a vector of positive integers
<i>num</i>	The array length

2.4.1.2 void insertionSort (int V[], int num)

Performs an insertion sort algorithm on a vector of positive integers.

Parameters

<i>V</i>	a vector of positive integers
<i>num</i>	The array length

2.4.1.3 void quickSort (int *V*[], int *left*, int *right*)

Performs a quick sort algorithm on a vector of positive integers.

Parameters

<i>V</i>	a vector of positive integers
<i>left</i>	the left index for the divide and conquer strategy (initially 0)
<i>right</i>	the right index for the divide and conquer strategy (initially the array length)

2.4.1.4 void selectionSort (int *V*[], int *num*)

Performs a selection sort algorithm on a vector of positive integers.

Parameters

<i>V</i>	a vector of positive integers
<i>num</i>	The array length

2.5 include/test.h File Reference

```
#include "../include/aux.h"
```

Functions

- void [generateArray](#) (int *V*[], int *n*, int *maxInt*)
Generates an array with n random integers between 0 and maxInt.
- void [makeFourCopies](#) (int *V*[], int *first*[], int *second*[], int *third*[], int *fourth*[], int *n*)

2.5.1 Function Documentation

2.5.1.1 void generateArray (int *V*[], int *n*, int *maxInt*)

Generates an array with n random integers between 0 and maxInt.

Parameters

V	the container array with a size of n
n	The array length
$maxInt$	maximum integer to generate array to

2.5.1.2 void makeFourCopies (int $V[]$, int $first[]$, int $second[]$, int $third[]$, int $fourth[]$, int n)

2.6 src/aux.cpp File Reference

```
#include "../include/aux.h"
```

Functions

- void [createRandomArray](#) (int $V[]$, int n , int $maxInteger$)
Creates a random integer array between 0 and.
- void [copyArray](#) (int $V[]$, int $W[]$, int n)
- bool [checkSameLength](#) (int $V[]$, int $W[]$)
- bool [checkArrayEquality](#) (int $V[]$, int $W[]$, int n)
- bool [checkIsOrdered](#) (int $V[]$, int n)
- void [printArrayContents](#) (int $V[]$, int n)

2.6.1 Function Documentation

2.6.1.1 bool checkArrayEquality (int $V[]$, int $W[]$, int n)

2.6.1.2 bool checkIsOrdered (int $V[]$, int n)

2.6.1.3 bool checkSameLength (int $V[]$, int $W[]$)

2.6.1.4 void copyArray (int $V[]$, int $W[]$, int n)

2.6.1.5 void createRandomArray (int $V[]$, int n , int $maxInteger$)

Creates a random integer array between 0 and.

2.6.1.6 void printArrayContents (int $V[]$, int n)

2.7 src/generators.cpp File Reference

```
#include "../include/generators.h"
```

Functions

- void [generateInsertionSortTime](#) (ofstream &file, int V[], int n)
- void [generateSelectionSortTime](#) (ofstream &file, int V[], int n)
- void [generateBubbleSortTime](#) (ofstream &file, int V[], int n)
- void [generateQuickSortTime](#) (ofstream &file, int V[], int n)
- void [generateInsertionSortDataFile](#) (int problemSize, int V[], int GAP)
- void [generateSelectionSortDataFile](#) (int problemSize, int V[], int GAP)
- void [generateBubbleSortDataFile](#) (int problemSize, int V[], int GAP)
- void [generateQuickSortDataFile](#) (int problemSize, int V[], int GAP)
- void [generateAllFiles](#) (int problemSize, int V[], int GAP)

2.7.1 Function Documentation

- 2.7.1.1 void [generateAllFiles](#) (int *problemSize*, int V[], int *GAP*)
- 2.7.1.2 void [generateBubbleSortDataFile](#) (int *problemSize*, int V[], int *GAP*)
- 2.7.1.3 void [generateBubbleSortTime](#) (ofstream & *file*, int V[], int *n*)
- 2.7.1.4 void [generateInsertionSortDataFile](#) (int *problemSize*, int V[], int *GAP*)
- 2.7.1.5 void [generateInsertionSortTime](#) (ofstream & *file*, int V[], int *n*)
- 2.7.1.6 void [generateQuickSortDataFile](#) (int *problemSize*, int V[], int *GAP*)
- 2.7.1.7 void [generateQuickSortTime](#) (ofstream & *file*, int V[], int *n*)
- 2.7.1.8 void [generateSelectionSortDataFile](#) (int *problemSize*, int V[], int *GAP*)
- 2.7.1.9 void [generateSelectionSortTime](#) (ofstream & *file*, int V[], int *n*)

2.8 src/interaction.cpp File Reference

```
#include "../include/interaction.h" #include <iostream>
```

Functions

- int [getProblemSize](#) ()
Sets problem's size (random array's size)
- int [getMaximumInteger](#) ()
- int [getGap](#) ()
- char [chooseAlgorithm](#) ()

2.8.1 Function Documentation

2.8.1.1 char chooseAlgorithm ()

2.8.1.2 int getGap ()

2.8.1.3 int getMaximumInteger ()

2.8.1.4 int getProblemSize ()

Sets problem's size (random array's size)

Returns

a positive integer that will represent problem's size hereinafter

2.9 src/main.cpp File Reference

```
#include "../include/test.h" #include "../include/interaction.-  
h" #include "../include/generators.h"
```

Functions

- int [main](#) ()

2.9.1 Function Documentation

2.9.1.1 int main ()

2.10 src/ordenacion.cpp File Reference

```
#include "../include/ordenacion.h"
```

Functions

- void [insertionSort](#) (int V[], int num)
Performs an insertion sort algorithm on a vector of positive integers.
- void [selectionSort](#) (int V[], int num)
Performs a selection sort algorithm on a vector of positive integers.
- void [bubbleSort](#) (int V[], int num)
Performs a bubble sort algorithm on a vector of positive integers.
- void [quickSort](#) (int V[], int left, int right)
Performs a quick sort algorithm on a vector of positive integers.
- void [merge](#) (int *a, int *b, int low, int pivot, int high)

2.10.1 Function Documentation

2.10.1.1 void bubbleSort (int $V[]$, int num)

Performs a bubble sort algorithm on a vector of positive integers.

Parameters

V	a vector of positive integers
num	The array length

2.10.1.2 void insertionSort (int $V[]$, int num)

Performs an insertion sort algorithm on a vector of positive integers.

Parameters

V	a vector of positive integers
num	The array length

2.10.1.3 void merge (int * a , int * b , int low , int $pivot$, int $high$)

2.10.1.4 void quickSort (int $V[]$, int $left$, int $right$)

Performs a quick sort algorithm on a vector of positive integers.

Parameters

V	a vector of positive integers
$left$	the left index for the divide and conquer strategy (initially 0)
$right$	the right index for the divide and conquer strategy (initially the array length)

2.10.1.5 void selectionSort (int $V[]$, int num)

Performs a selection sort algorithm on a vector of positive integers.

Parameters

V	a vector of positive integers
num	The array length

2.11 src/test.cpp File Reference

```
#include "../include/test.h"
```

Functions

- void [makeFourCopies](#) (int V[], int first[], int second[], int third[], int fourth[], int n)
- void [generateArray](#) (int V[], int n, int maxInt)

Generates an array with n random integers between 0 and maxInt.

2.11.1 Function Documentation

2.11.1.1 void generateArray (int V[], int n, int maxInt)

Generates an array with n random integers between 0 and maxInt.

Parameters

<i>V</i>	the container array with a size of n
<i>n</i>	The array length
<i>maxInt</i>	maximum integer to generate array to

2.11.1.2 void makeFourCopies (int V[], int first[], int second[], int third[], int fourth[], int n)