# asgn3 design

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# **Files**

- -batcher.c
- -batcher.h
- -shell.c
- -shell.h
- -gaps.h
- -heap.c
- -heap.h
- -quick.c
- -quick.h
- -set.c
- -set.h
- -stats.c-stats.h
- -sorting.c

# Design

Make shell, quick, heap, and batcher sort while tracking stats. Make a program that takes in commands and runs all the sorts while allowing for the user to set the seed, size of array, elements, and prints the program usage.

# Pseudocode

#### Shell Sort

shell sort function for gap in gaps for i in range of gap and length of array

j equals i temp equals array index i while j greater than equal to gap and temp less than array index j - gap

array index j equals array index j minus gap j equals j minus gap array index j equals temp

## **Heap Sort**

max child function left equals 2 \* first right equals left + 1

if right less than equal to last and array index

right -1 greater than array left -1 return left

fix heap function found equals false mother equals first great equals max child of array, mother, and last

while mother less than or equal to last mod 2

if array index mother - 1 less than array index great - 1

array index mother - 1 equals array index great -1 array index great - 1 equals array index mother - 1 mother equals great great equals max child of array, mother, and last

else

found equals true

build heap function for father in range of last mod 2, first -1, and -1

fix heap of array, father and last

heap sort function first equals 1 last equals length of array build heap of array, first, and last for leaf in range of last, first, and -1

array index first -1 equals array leaf - 1 array index leaf - 1 equals array first - 1 fix heap of array first and leaf - 1

## **Quick Sort**

partition function i equals lo - 1 for j in range of lo and hi

if array index j - 1 less than array index hi - 1  $\,$ 

increment i by 1

array index i - 1 equals array index j - 1

array index j - 1 equals array index i - 1

array index i equals array index hi - 1 array index h<br/> - 1 equals array index i return i + 1

quick sorter function if lo less than hi p equals partition of array, lo, and hi quick sorter of array, lo, and p - 1 quick sorter of array, p + 1, and hi

function quick sort quick sorter of array, 1, and length of array

#### **Batcher Sort**

comparator function if array index x less than array index y

array index x equals array index y array index y equals array index x

function batcher sort if length of array equals 0 return

n equals length of array

t equals n bit length p equals i left shit t-1

while p greater than 0 for i in range of 0,n and -d

if i and p equals r

 $\begin{array}{l} comparator\ of\ A,\ i,\ and\ i\,+\,d\\ d\ equals\ q\ -\ p\\ q\ right\ shift\ equals\ 1\\ r\ equals\ p \end{array}$ 

p right shift equals 1

#### set.c

set empty function return empty set

set universal function return a set with every possible member

set insert function inserts x into s

set remove function function removes x from s

set member function returns bool given x value in s

set union function returns union of two sets

set intersect function returns intersection of two sets

set difference function returns difference of two sets

set complement function returns complement of a given set

## sorting.c

main function get opt

- -a: runs all sorts
- -s: enables shell sort
- -b: enables batcher sort
- -q: enables quicksort
- -h: enables heap sort
- -r: enables random seed
- -n: sets array size
- -p: prints elements
- -H: enables program usage -?: error enables program usage
- -default: default enables program usage

if print h

print program usage end program

if shell

set random seed loop through size of and fill array with random numbers call shell sort function print columns and stats

if print size less than elements

 $\begin{array}{c} x \ equals \ size \\ else \\ x \ equals \ elements \end{array}$ 

loop through x if elements exceed 5 or last element print elements in column with new line

reset stats

if batcher

set random seed loop through size of and fill array with random numbers call batcher sort function print columns and stats if print size less than elements

 $\mathbf{x}$  equals size else  $\mathbf{x}$  equals elements

loop through x if elements exceed 5 or last element print elements in column with new line

reset stats

if heap

set random seed loop through size of and fill array with random numbers call heap sort function print columns and stats

if print size less than elements

 $\mathbf{x}$  equals size else  $\mathbf{x}$  equals elements

loop through x if elements exceed 5 or last element print elements in column with new line

reset stats

if quick

set random seed loop through size of and fill array with random numbers call quick sort function print columns and stats

if print size less than elements

 $\mathbf{x}$  equals size else  $\mathbf{x}$  equals elements

loop through **x** if elements exceed 5 or last element

print elements in column with new line

reset stats

#### Pseudocode Structure

-each sort uses functions from stat.c. these functions used are move which tracks a move done to the array and counts for 1, compare which compares two array elements and counts for 1, and swap which swaps the elements values which counts for 3.

-shell sort function takes in an array and sorts it by sorting pairs of elements that are separated by gaps which will be continuously reduced until the array is sorted. uses gap.h header file.

-batcher sort takes in an array and divides like a sorting network. the comparator function will compare values traveling along the wires and sort them until the array is sorted

-heap sort takes in an array and builds a heap tree and sets a max element with the max child function The fix heap function places the max child at the end of the array with children nodes equal to the value of the parent. the fix heap function is repeated until the array is sorted.

-quick sort takes in an array and the partition function divides it into two arrays based off a pivot value. it then sorts the two arrays until the array is sorted using a recursive quick sorter function.

-sorting.c uses a get opt for the user to enable the sorts and settings of the program. arrays are populated with random numbers depending on the seed and sorted by the chosen sort. array elements are printed in of columns of 5 with their sort and stats above it. program usage is displayed when -H or an invalid command is entered.

-set.c uses bitwise set operators to achieve the function's goals.

#### Credit

-cse13s discord -piazza