Hands-0n-6 Pallavichowdary Goginen Mathematically oberive the average runtime complenity of the non-sandom pivot version of quick soft Let T(n) be the vaverage time complexity for quick soft on an input size n. Here Parition Step takes O(n) times as it needs to compare each element to the pivot. After Paritioning, we secursively soft two subarrays Size approximately n/2 for each. Therefore securrence selation T(n)=2T(n/2)+0(n) Using master theosem a=2 (number of secursive calls) b=2 (size seduction factor in each secursive Call) f(n)= O(n) (work done outside of secursive call) f(n) = o(n)= 0 (nlog\_b(a)) = 0 (nlog\_2(2)) = 0(n) is Therefore T(n) = 0 (n log n) Thus the average runtime complexity of the non-nandom Pivot version of quicksoft is O(n logn)