Programming Assignment 2

Due: 4/17/2023

The objective of this assignment is to explore an interesting algorithm known as kth smallest element in an array.

Problem Definition:

The kth order statistics of an array a of n elements is the k^{th} least element in the array, k = 0, ..., n - 1. Moreover, finding the k^{th} order statistics of a can be accomplished by the following solutions

- 1- Sorting a and returning the k^{th} element in the sorted array. Using any sorting in $O(n \log n)$ would do the task!
- 2- Using Quicksort and reduce the running time for finding the k^{th} statistics down to O(n).

Assignment

- 1- Implement two algorithms:
 - a. A min heap, that finds the kth smallest element of a given input array and the value k.
 - b. Use quicksort (with some modification) to find the kth smallest element of a given input array and the value k.
- 2- For both algorithms inputs and outputs are similar. Here are some examples:

```
a. Example1:
    Input: [8, 4, 1, 2, 10] and k = 3
    Output: 4
b. Example2:
    Input: [7, 10, 4, 3, 20, 15] and k = 4
    Output: 10
```

- 3- The algorithm for MinHeap can be found from class lecture notes.
- 4- The following pseudocode can be used for 1-a algorithm. This algorithm uses Quicksort concept to find the kth element in an arbitrary array.

5- Your program should work for any array, as usual.

What to submit?

- 1- Write 2 programs for each algorithm. Please name your programs as follows:
 - a. minheapfind_yourname.py
 - b. quickfind_yourname.py
- 2- Your programs should be run as follows:
 - minheapfind_youname.py [10,2,3,5] 2 or quickfind_yourname.py [10,2,3,5] 2 The first input is an array and the second input in the value of k
 - Both programs return an integer indicating the value of kth smallest element in the list. Note: make sure test your program for boundary inputs!
- 3- Please have your name top of your all programs.
- 4- You should follow general software development rules such as proper and sufficient commenting if it is necessary and proper functions and variables naming.
- 5- Do not copy any code from online resources!