

PROGRAMING FOR PROBLEM SOLVING LAB PRACTICAL

MY PROGRAMS

My Details:-

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1. Hello Budding Engineers

```
#include<stdio.h>
int main()
{
    puts("Hello Budding Engineers\n");
    return 0;
}
```

OUTPUT:

```
| Hello Budding Engineers
```

2. Address using puts

```
#include<stdio.h>
int main()
{
    puts("My address:");
    puts(Ropar,Punjab, India");
    return 0;
}
```

OUTPUT:

```
| My address: Sangrur, Punjab, India
```

3. Sum of two numbers

```
#include<stdio.h>
int main()
{
    int a, b, sum;
    printf("Enter two numbers\n");
    scanf("%d %d",&a,&b);
    sum=a+b;
    printf("sum=%d\n",sum);
    return 0;
}
```

OUTPUT:

```
| Enter two numbers 12 26 sum=38
```

4. Convert Celsius to Fahrniet

```
#include<stdio.h>

int main()
{
    float fahr, cel;
    printf("Enter the temperature in celsius: ");
    scanf("%f", &cel);

    fahr = (1.8 * cel) + 32.0;
    printf("\nTemperature in Fahrenheit: %.2f F\n", fahr);

    return 0;
}
```

OUTPUT:

```
Enter the temperature in celsius: 32
Temperature in Fahrenheit: 89.60 F
```

5. Multiplication Table

```
#include<stdio.h>
int main()
{
    int num,n, i,table;
    printf("Enter a number");
    scanf("%d",&num);
    printf("Enter the number upto which you wanna see the table\n");
    scanf("%d",&n);
    for(i=1;i<=n;i++)
    {
        table=0;
        table=num*i;
        printf("%d*%d=%d\n",num,i,table);
    }
    return 0;
}
```

OUTPUT:

```
Enter a number 7 Enter the number upto which you wanna see the table 10
71=7
72=14 73=21 74=28 75=35 76=42 77=49 78=56 79=63 710=70
```

6. Perimeter and area of circle

```
#include<stdio.h>
#define PI 3.14
int main()
{
    float radius,area,peri;
    printf("Enter the radius of circle\n");
    scanf("%f",&radius);
    area=PI*radius*radius;
    peri=2*PI*radius;
    printf("Area of the circle=%f\n",area);
    printf("Perimeter of the circle=%f\n",peri);
    return 0;
}
```

OUTPUT:

Enter the radius of circle 5 Area of the circle=78.500000 Perimeter of the circle=31.400000

7. Reverse

```
#include <stdio.h>
int main()
{
    int n, reversedNumber = 0, remainder;
    printf("Enter an integer: ");
    scanf("%d", &n);
    while(n != 0)
    {
        remainder = n%10;
        reversedNumber = reversedNumber*10 + remainder;
        n /= 10;
    }
    printf("Reversed Number = %d", reversedNumber);
    return 0;
}
```

OUTPUT:

Enter an integer: 1356 Reversed Number = 6531

8. Swapping without using a third variable

```
#include <stdio.h>

int main()
{
    int x, y, t;

    printf("Enter two integers\n");
    scanf("%d%d", &x, &y);

    printf("Before Swapping\nFirst integer = %d\nSecond integer = %d\n", x, y);

    t = x;
    x = y;
    y = t;

    printf("After Swapping\nFirst integer = %d\nSecond integer = %d\n", x, y);

    return 0;
}
```

OUTPUT:

Enter an integer: 1356 Reversed Number = 6531

9. Even Odd

```
#include <stdio.h>
int main()
{
    int number;
    printf("Enter an integer: ");
```

```

scanf("%d", &number);

if(number % 2 == 0)
    printf("%d is even.", number);
else
    printf("%d is odd.", number);
return 0;
}

```

OUTPUT:

Enter an integer: 13 13 is odd.

10. Factorial

```

#include<stdio.h>
int main()
{
    int i,fact=1,number;
    printf("Enter a number: ");
    scanf("%d",&number);
    for(i=1;i<=number;i++){
        fact=fact*i;
    }
    printf("Factorial of %d is: %d",number,fact);
    return 0;
}

```

OUTPUT:

Enter a number: 3 Factorial of 3 is: 6

11. Weekdays using switch case

```

#include <stdio.h>

int main()
{

int week;

printf("Enter week number(1-7): ");
scanf("%d", &week);

switch(week)
{
    case 1:
        printf("Monday");
        break;
    case 2:
        printf("Tuesday");
        break;
    case 3:
        printf("Wednesday");
        break;
    case 4:
        printf("Thursday");
        break;
    case 5:
        printf("Friday");
        break;
}
}

```

```

    case 6:
        printf("Saturday");
        break;
    case 7:
        printf("Sunday");
        break;
    default:
        printf("Invalid input! Please enter week number between 1-7.");
}

return 0;
}

```

OUTPUT:

```
Enter week number(1-7): 4 Thursday
```

12. Arithmetic operations using switch case

```

#include<stdio.h>

void main()
{
    int a,b;
    int op;

    printf(" 1.Addition\n 2.Subtraction\n 3.Multiplication\n 4.Division\n");
    printf("Enter the values of a & b: ");
    scanf("%d %d",&a,&b);
    printf("Enter your Choice : ");
    scanf("%d",&op);
    switch(op)
    {
        case 1 :
            printf("Sum of %d and %d is : %d",a,b,a+b);
            break;
        case 2 :
            printf("Difference of %d and %d is : %d",a,b,a-b);
            break;
        case 3 :
            printf("Multiplication of %d and %d is : %d",a,b,a*b);
            break;
        case 4 :
            printf("Division of Two Numbers is %d : ",a/b);
            break;
        default :
            printf(" Enter Your Correct Choice.");
            break;
    }
}

```

OUTPUT:

```
1.Addition 2.Subtraction 3.Multiplication 4.Division Enter the values of a & b: 12 76 Enter
your Choice : 3 Multiplication of 12 and 76 is : 912
```

13. Prime Numbers

```
#include <stdio.h>
```

```

int main()
{
    int n, i, flag = 0;
    printf("Enter a positive integer: ");
    scanf("%d", &n);
    for(i = 2; i <= n/2; ++i)
    {

        if(n%i == 0)
        {
            flag = 1;
            break;
        }
    }
    if (n == 1)
    {
        printf("1 is neither a prime nor a composite number.");
    }
    else
    {
        if (flag == 0)
            printf("%d is a prime number.", n);
        else
            printf("%d is not a prime number.", n);
    }
    return 0;
}

```

OUTPUT:

Enter a positive integer: 13 13 is a prime number.

14. Fibonacci Series

```

#include <stdio.h>
int main()
{
    int prev=0;
    int curr=1;
    int n;
    int next,a;
    printf("Enter the number of terms\n");
    scanf("%d", &n);

    printf("First %d terms of Fibonacci series are:\n",n);

    for (a = 0; a < n; a++)
    {
        if (a <= 1)
            next = a;
        else
        {
            next = prev + curr;
            prev = curr;
            curr = next;
        }
        printf("%d\n", next);
    }

    return 0;
}

```

OUTPUT:

Enter the number of terms 8 First 8 terms of Fibonacci series are: 0 1 1 2 3 5 8 13

15. Palindrome

```
#include <stdio.h>
int main()
{
    int n, reversedInteger = 0, remainder, originalInteger;
    printf("Enter an integer: ");
    scanf("%d", &n);
    originalInteger = n;
    while( n!=0 )
    {
        remainder = n%10;
        reversedInteger = reversedInteger*10 + remainder;
        n /= 10;
    }
    if (originalInteger == reversedInteger)
        printf("%d is a palindrome.", originalInteger);
    else
        printf("%d is not a palindrome.", originalInteger);

    return 0;
}
```

OUTPUT:

Enter an integer: 12321 12321 is a palindrome.

16. Palindrome words

```
#include <stdio.h>
#include <string.h>

void check(char [], int);

int main()
{
    char word[15];

    printf("Enter a word to check if it is a palindrome\n");
    scanf("%s", word);
    check(word, 0);

    return 0;
}

void check(char word[], int index)
{
    int len = strlen(word) - (index + 1);
    if (word[index] == word[len])
    {
        if (index + 1 == len || index == len)
        {
            printf("The entered word is a palindrome\n");
            return;
        }
        check(word, index + 1);
    }
}
```

```

else
{
    printf("The entered word is not a palindrome\n");
}
}

```

OUTPUT:

Enter a word to check if it is a palindrome naman The entered word is a palindrome

17. Star Half Pyramid

```

#include <stdio.h>
int main()
{
    int x, y, rows;
    printf("Enter number of rows: ");
    scanf("%d",&rows);
    for(x=1; x<=rows; ++x)
    {
        for(y=1; y<=x; ++y)
        {
            printf("* ");
        }
        printf("\n");
    }
    return 0;
}

```

OUTPUT:

Enter number of rows: 5 * * *

18. Star Full Pyramid

```

#include <stdio.h>
int main()
{
    int i, j, rows;
    printf("Enter number of rows: ");
    scanf("%d",&rows);
    for(i=rows; i>=1; --i)
    {
        for(j=1; j<=i; ++j)
        {
            printf("%d ",j);
        }
        printf("\n");
    }
    return 0;
}

```

OUTPUT:

Enter number of rows: 8 * * * * * * * *

19. Star Inverted Half Pyramid

```
#include <stdio.h>
int main()
{
    int i, j, rows;
    printf("Enter number of rows: ");
    scanf("%d",&rows);
    for(i=rows; i>=1; --i)
    {
        for(j=1; j<=i; ++j)
        {
            printf("* ");
        }
        printf("\n");
    }

    return 0;
}
```

OUTPUT:

Enter number of rows: 4

```
• •
•
```

20. 1D Array

```
#include <stdio.h>

void main()
{
    int arr[10];
    int i;
    printf("\n\nRead and Print elements of an array:\n");
    printf("-----\n");

    printf("Input 10 elements in the array :\n");
    for(i=0; i<10; i++)
    {
        printf("element - %d : ",i);
        scanf("%d", &arr[i]);
    }

    printf("\nElements in array are: ");
    for(i=0; i<10; i++)
    {
        printf("%d ", arr[i]);
    }
    printf("\n");
}
```

OUTPUT:

Read and Print elements of an array:

Input 10 elements in the array : element - 0 : 1 element - 1 : 3 element - 2 : 4 element -

3 : 2 element - 4 : 6 element - 5 : 8 element - 6 : 5 element - 7 : 7 element - 8 : 0 element - 9 : 9

Elements in array are: 1 3 4 2 6 8 5 7 0 9

21. Maximum Size of an array

```
#include <stdio.h>

#define MAX_SIZE 100 // Maximum array size

int main()
{
    int arr[MAX_SIZE];
    int size, i, toSearch, found;

    printf("Enter size of array: ");
    scanf("%d", &size);

    printf("Enter elements in array: ");
    for(i=0; i<size; i++)
    {
        scanf("%d", &arr[i]);
    }

    printf("\nEnter element to search: ");
    scanf("%d", &toSearch);

    for(i=0; i<size; i++)
    {
        if(arr[i] == toSearch)
        {
            found = 1;
            break;
        }
    }

    if(found == 1)
    {
        printf("\n%d is found at position %d", toSearch, i + 1);
    }
    else
    {
        printf("\n%d is not found in the array", toSearch);
    }

    return 0;
}
```

OUTPUT:

Enter the number of elements in array 4 Enter 4 integers 2 4 0 9 Maximum element is present at location 4 and it's value is 9.

22. 2D Array

```
#include<stdio.h>
```

```

int main(){
    /* 2D array declaration*/
    int disp[2][3];
    /*Counter variables for the loop*/
    int i, j;
    for(i=0; i<2; i++) {
        for(j=0;j<3;j++) {
            printf("Enter value for disp[%d][%d]:", i, j);
            scanf("%d", &disp[i][j]);
        }
    }

    printf("Two Dimensional array elements:\n");
    for(i=0; i<2; i++) {
        for(j=0;j<3;j++) {
            printf("%d ", disp[i][j]);
            if(j==2){
                printf("\n");
            }
        }
    }
    return 0;
}

```

OUTPUT:

```

Enter value for disp[0][0]:2 Enter value for disp[0][1]:3 Enter value for disp[0][2]:2 Enter
value for disp[1][0]:3 Enter value for disp[1][1]:4 Enter value for disp[1][2]:2 Two
Dimensional array elements: 2 3 2 3 4 2

```

23. Sum of two matrices

```

#include <stdio.h>

int main()
{
    int m, n, c, d, first[10][10], second[10][10], sum[10][10];

    printf("Enter the number of rows and columns of matrix\n");
    scanf("%d%d", &m, &n);
    printf("Enter the elements of first matrix\n");

    for (c = 0; c < m; c++)
        for (d = 0; d < n; d++)
            scanf("%d", &first[c][d]);

    printf("Enter the elements of second matrix\n");

    for (c = 0; c < m; c++)
        for (d = 0 ; d < n; d++)
            scanf("%d", &second[c][d]);

    printf("Sum of entered matrices:-\n");

    for (c = 0; c < m; c++) {
        for (d = 0 ; d < n; d++) {
            sum[c][d] = first[c][d] + second[c][d];
            printf("%d\t", sum[c][d]);
        }
        printf("\n");
    }
}

```

```
    return 0;
}
```

OUTPUT:

```
Enter the number of rows and columns of matrix 2 3 Enter the elements of first matrix 1
2 3 6 4 8 Enter the elements of second matrix 2 4 7 2 5 7 Sum of entered matrices:- 3 6
10 8 9 15
```

24. Transpose of matrix

```
#include<stdio.h>
void main()
{
    int a[10][10], b[10][10];
    int m,n,i,j;
    printf("Enter size of matrix A as m, n:");
    scanf("%d%d",&m,&n);
    printf("\n Enter elements of matrix A row wise\n",m ,n);
    for(i=0;i<m;i++)
    {
        for(j=0;j<n;j++)
        {
            scanf("%d",&a[i][j]);
        }
    }
    for(i=0;i<m;i++)
    {
        for(j=0;j<n;j++)
        {
            b[j][i]=a[i][j];
        }
    }
    printf("\n\nTranspose of matrix is:\n");
    for(i=0;i<n;i++)
    {
        for(j=0;j<m;j++)
        {
            printf("%d",b[i][j]);
        }
    }
}
```

OUTPUT:

```
Enter size of matrix A as m, n:3 2
Enter elements of matrix A row wise 1 4 2 5 7 9
Transpose of matrix is: 127459
```

25. Substraction of two matrices

```
#include <stdio.h>

int main()
{
    int m, n, c, d, first[10][10], second[10][10], difference[10][10];
```

```

printf("Enter the number of rows and columns of matrix\n");
scanf("%d%d", &m, &n);
printf("Enter the elements of first matrix\n");

for (c = 0; c < m; c++)
    for (d = 0; d < n; d++)
        scanf("%d", &first[c][d]);

printf("Enter the elements of second matrix\n");

for (c = 0; c < m; c++)
    for (d = 0; d < n; d++)
        scanf("%d", &second[c][d]);

printf("Difference of entered matrices:-\n");

for (c = 0; c < m; c++) {
    for (d = 0; d < n; d++) {
        difference[c][d] = first[c][d] - second[c][d];
        printf("%d\t", difference[c][d]);
    }
    printf("\n");
}

return 0;
}

```

OUTPUT:

```

Enter the number of rows and columns of matrix 2 2 Enter the elements of first matrix 3
2 4 5 Enter the elements of second matrix
7 9 0 2 Difference of entered matrices:- -4 -7 4 3

```

26. Multiplication of two matrices

```

#include <stdio.h>

int main()
{
    int m, n, p, q, c, d, k, sum = 0;
    int first[10][10], second[10][10], multiply[10][10];

    printf("Enter number of rows and columns of first matrix\n");
    scanf("%d%d", &m, &n);
    printf("Enter elements of first matrix\n");

    for (c = 0; c < m; c++)
        for (d = 0; d < n; d++)
            scanf("%d", &first[c][d]);

    printf("Enter number of rows and columns of second matrix\n");
    scanf("%d%d", &p, &q);

    if (n != p)
        printf("The matrices can't be multiplied with each other.\n");
    else
    {
        printf("Enter elements of second matrix\n");

        for (c = 0; c < p; c++)

```

```

    for (d = 0; d < q; d++)
        scanf("%d", &second[c][d]);

    for (c = 0; c < m; c++) {
        for (d = 0; d < q; d++) {
            for (k = 0; k < p; k++) {
                sum = sum + first[c][k]*second[k][d];
            }

            multiply[c][d] = sum;
            sum = 0;
        }
    }

    printf("Product of the matrices:\n");

    for (c = 0; c < m; c++) {
        for (d = 0; d < q; d++)
            printf("%d\t", multiply[c][d]);

        printf("\n");
    }

    return 0;
}

```

OUTPUT:

```

Enter number of rows and columns of first matrix 2 2 Enter elements of first matrix 23
65 98 10 Enter number of rows and columns of second matrix 2 2 Enter elements of
second matrix 54 60 0 160 Product of the matrices: 1242 11780 5292 7480

```

27. Square of a number using function

```

#include<stdio.h>

int square(int); // function prototype declaration.

void main()
{
    int number, answer;

    printf("Enter your number:");
    scanf("%d", &number);

    answer = square(number); //Call function.

    printf("Square of %d is %d.", number, answer);
}

int square(int n)
{
    return(n*n);
}

```

OUTPUT:

```

Enter your number:6 Square of 6 is 36.

```

28. Swaping call by value

```
#include <stdio.h>

void swap(int, int);

int main()
{
    int x, y;

    printf("Enter the value of x and y\n");
    scanf("%d%d",&x,&y);

    printf("Before Swapping\nx = %d\ny = %d\n", x, y);

    swap(x, y);

    printf("After Swapping\nx = %d\ny = %d\n", x, y);

    return 0;
}

void swap(int a, int b)
{
    int temp;

    temp = b;
    b = a;
    a = temp;
    printf("Values of a and b is %d %d\n",a,b);
}
```

OUTPUT:

```
Enter the value of x and y 5 8 Before Swapping x = 5 y = 8 Values of a and b is 8 5 After
Swapping x = 5 y = 8
```

29. Swapping call by reference

```
#include <stdio.h>
void swap(int *n1, int *n2);
int main()
{
    int num1, num2;
    printf("Enter the num1 and num2");
    scanf("%d%d",&num1,&num2);
    swap( &num1, &num2);
    printf("num1 = %d\n", num1);
    printf("num2 = %d", num2);
    return 0;
}
void swap(int* n1, int* n2)
{
    int temp;
    temp = *n1;
    *n1 = *n2;
    *n2 = temp;
}
```

OUTPUT:

Enter the num1 and num2 3 5 num1 = 5 num2 = 3

30. Factorial using recursion

```
#include<stdio.h>
int main()
{
    #include <stdio.h>
    long int multiplyNumbers(int n);
    int main()
    {
        int n;
        printf("Enter a positive integer: ");
        scanf("%d", &n);
        printf("Factorial of %d = %ld", n, multiplyNumbers(n));
        return 0;
    }
    long int multiplyNumbers(int n)
    {
        if (n >= 1)
            return n*multiplyNumbers(n-1);
        else
            return 1;
    }
}
```

OUTPUT:

Enter a positive integer: 5 Factorial of 5 = 120

31. Fibonacci series using recursion

```
#include<stdio.h>

int Fibonacci(int);

int main()
{
    int n, i = 0, c;

    scanf("%d",&n);

    printf("Fibonacci series\n");

    for ( c = 1 ; c <= n ; c++ )
    {
        printf("%d\n", Fibonacci(i));
        i++;
    }

    return 0;
}

int Fibonacci(int n)
{
    if ( n == 0 )
        return 0;
    else if ( n == 1 )
        return 1;
    else
```



```
        return ( Fibonacci(n-1) + Fibonacci(n-2) );
    }
```

OUTPUT:

4 Fibonacci series 0 1 1 2

32. Structure

```
#include <stdio.h>
struct student
{
    char name[50];
    int roll;
    float marks;
} s[10];
int main()
{
    int i;
    printf("Enter information of students:\n");
    // storing information
    for(i=0; i<10; ++i)
    {
        s[i].roll = i+1;
        printf("\nFor roll number%d,\n",s[i].roll);
        printf("Enter name: ");
        scanf("%s",s[i].name);
        printf("Enter marks: ");
        scanf("%f",&s[i].marks);
        printf("\n");
    }
    printf("Displaying Information:\n\n");
    // displaying information
    for(i=0; i<10; ++i)
    {
        printf("\nRoll number: %d\n",i+1);
        printf("Name: ");
        puts(s[i].name);
        printf("Marks: %.1f",s[i].marks);
        printf("\n");
    }
    return 0;
}
```

OUTPUT:

Roll number: 5 Name: bhola Marks: 32.0
Roll number: 6 Name: kaka Marks: 66.0
Roll number: 7 Name: billa Marks: 100.0
Roll number: 8 Name: john Marks: 89.0
Roll number: 9 Name: jacky Marks: 38.0
Roll number: 10 Name: Blacky Marks: 42.0

33. Pointers

```
#include<stdio.h>
```

```

int main()
{
    int a,*p;
    a=10;
    p=&a;
    printf("%d\n",p);
    printf("%d\n",*p);
    printf("%d\n",&p);
    return 0;
}

```

OUTPUT:

```

-1306961924 10 -1306961936

```

34. Addition using Pointers

```

#include <stdio.h>

int main()
{
    int first, second, *p, *q, sum;

    printf("Enter two integers to add\n");
    scanf("%d%d", &first, &second);

    p = &first;
    q = &second;

    sum = *p + *q;

    printf("Sum of the numbers = %d\n", sum);

    return 0;
}

```

OUTPUT:

```

Enter two integers to add 4 65 Sum of the numbers = 69

```

35. Pointers to an array

```

#include<stdio.h>

int main()
{
    int arr[5] = { 1, 2, 3, 4, 5 };
    int *ptr = arr;

    printf("%p\n", ptr);
    return 0;
}

```

OUTPUT:

```

0x7ffd4b542230

```

36. Pointers to a function

```

#include <stdio.h>

```

```

void fun(int a)
{
    printf("Value of a is %d\n", a);
}

int main()
{
    void (*fun_ptr)(int) = fun;

    fun_ptr(10);

    return 0;
}

```

OUTPUT:

```

| Value of a is 10

```

37. Printing values of an array using pointers

```

#include<stdio.h>
void main()
{
    int a[5]= {5,4,6,8,9};
    int *p=&a[0];
    int i;

    for(i=0; i<5; i++)
        printf("\nArray[%d] is %d ",i,*(p+i));
    for(i=0; i<5; i++)
        printf("\n %d at %u ",*(p+i),(p+i));
}

```

OUTPUT:

```

| Enter two integers to add 58 94 Sum of the numbers = 152

```

38. Bubble Sort

```

#include <stdio.h>

int main()
{
    int array[100], n, c, d, swap;

    printf("Enter number of elements\n");
    scanf("%d", &n);

    printf("Enter %d integers\n", n);

    for (c = 0; c < n; c++)
        scanf("%d", &array[c]);

    for (c = 0 ; c < n - 1; c++)
    {
        for (d = 0 ; d < n - c - 1; d++)
        {
            if (array[d] > array[d+1]) /* For decreasing order use < */
            {
                swap      = array[d];

```

```

        array[d] = array[d+1];
        array[d+1] = swap;
    }
}

printf("Sorted list in ascending order:\n");

for (c = 0; c < n; c++)
    printf("%d\n", array[c]);

return 0;
}

```

OUTPUT:

Enter number of elements 5 Enter 5 integers 23 4 54 87 98 Sorted list in ascending order: 4 23 54 87 98

39. Quick Sort Using Recursion

```

#include <stdio.h>

void quicksort (int [], int, int);

int main()
{
    int list[50];
    int size, i;

    printf("Enter the number of elements: ");
    scanf("%d", &size);
    printf("Enter the elements to be sorted:\n");
    for (i = 0; i < size; i++)
    {
        scanf("%d", &list[i]);
    }
    quicksort(list, 0, size - 1);
    printf("After applying quick sort\n");
    for (i = 0; i < size; i++)
    {

```

```
        printf("%d ", list[i]);

    }

    printf("\n");

    return 0;
}

void quicksort(int list[], int low, int high)
{
    int pivot, i, j, temp;

    if (low < high)
    {
        pivot = low;

        i = low;

        j = high;

        while (i < j)
        {
            while (list[i] <= list[pivot] && i <= high)
            {
                i++;
            }

            while (list[j] > list[pivot] && j >= low)
            {
                j--;
            }

            if (i < j)
            {
                temp = list[i];

                list[i] = list[j];

                list[j] = temp;
            }
        }
    }
}
```

```
temp = list[j];  
  
list[j] = list[pivot];  
list[pivot] = temp;  
  
quicksort(list, low, j - 1);  
  
quicksort(list, j + 1, high);  
  
}  
  
}
```

OUTPUT:

Enter the number of elements: 5 Enter the elements to be sorted: 45 32 76 455 34 After
applying quick sort 32 34 45 76 455