Exercises — Quick sort

version #

Assistants C/Unix 2022 <assistants@tickets.assistants.epita.fr>

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Contents

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1 Quick sort

Files to submit:

- quick_sort/quick_sort.c

Provided files:

- quick_sort/quick_sort_example.c

Main function: None

Authorized headers: You are only allowed to use the functions defined in the following headers:

- stddef.h
- assert.h
- err.h
- errno.h

1.1 Goal

You must implement the following function:

```
void quicksort(int *tab, int len)
```

It takes a table and its size and sorts it using an in-place *quicksort* algorithm.

If the argument `tab` is `NULL`, your function must not do anything.

The algorithm is pretty simple:

1. Pick a pivot in the table (for example the first element of the table).
2. Change the array to have all the elements less than (or equal to) the pivot first, then the pivot and in the end the remaining elements.
3. Recursively use this algorithm on those two tables.

Obviously, stop the recursion on a *single element* or empty table.

Be careful!

We will watch the execution time on *really* large tables in order to check that you are not trying to trick us with a bubble sort.

1.2 Example

```
42sh$ gcc -Wall -Werror -Wextra -std=c99 -pedantic quick_sort.c quick_sort_example.c -o quick_
↪sort
42sh$ ./quick_sort
1 2 2 3 5 6 7 8 10 11 13 14 17 26 30
```

It is my job to make sure you do yours.