

Submitted By

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1. Binary search

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

```
int binarySearch(int arr[], int l, int r, int x)
```

```
{ if (r >= 1) {
```

```
    int mid = 1 + (r - 1) / 2;
```

```
    if (arr[mid] == x)
```

```
        return mid;
```

```
    if (arr[mid] > x)
```

```
        return binarySearch(arr, 1, mid - 1, x);
```

```
    return binarySearch(arr, mid + 1, r, x);
```

```
    } return -1;
```

```
}
```

```
int main(void)
```

```
{ int arr[] = {2, 3, 4, 10, 40};
```

```
    int n = sizeof(arr) / sizeof(arr[0]);
```

```
    int x = 10;
```

```
    int result = binarySearch(arr, 0, n - 1, x);
```

```
    (result == -1);
```

```
    printf("Element is not present in array");
```

```
    printf("Element is present at index %d", result);
```

```
    return 0;
```

```
}
```

```

        printf("%d", A[i]);
        printf("\n");
    }
    int main()
    {
        int arr[] = {12, 11, 13, 5, 6, 7};
        int arr_size = sizeof(arr) / sizeof(arr[0]);
        printf("Given array is \n");
        printArray(arr, arr_size);
        mergesort(arr, 0, arr_size - 1);
        printf("\n sorted array is \n");
        printArray(arr, arr_size);
        return 0;
    }

```

5. Quick sort

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

```
void swap(int *a, int *b)
```

```
{ int t = *a;
```

```
  *a = *b;
```

```
  *b = t;
```

```
int partition(int arr[], int low, int high)
```

```
{ int pivot = arr[high]; // pivot
```

```
  int i = (low - 1);
```

```
  for (int j = low; j <= high - 1; j++)
```

```
  { if (arr[j] < pivot)
```

```
  {
```

2. Insertion sort

```
#include <math.h>
```

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

```
void insertionSort (int arr[], int n)
```

```
{ int i, key, j;
```

```
  for (i = 1; i < n; i++) {
```

```
    key = arr[i];
```

```
    j = i - 1;
```

```
    while (j >= 0 && arr[j] > key) {
```

```
      arr[j+1] = key arr[j];
```

```
    }
```

```
    j = j - 1;
```

```
    arr[j+1] = key;
```

```
}
```

```
void print Array (int arr[], int n)
```

```
{ int i;
```

```
  for (i = 0; i < n; i++)
```

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

```
  printf ("\n");
```

```
}
```

```
int main ()
```

```
{
```

```
  int arr[] = { 12, 11, 13, 5, 6 };
```

```
  int n = sizeof(arr) / sizeof(arr[0]);
```

```
  insertionSort (arr, n);
```

```
  print Array (arr, n);
```

```
  return 0;
```

```
}
```


3. Selection sort

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

```
void swap (int *xp, int *yp)
```

```
{ int temp = *xp;
```

```
  *xp = *yp;
```

```
  *yp = temp;
```

```
}
```

```
void selection sort (int arr[], int n)
```

```
{ int i, j, min_idx;
```

```
  for (i = 0; i < n-1; i++)
```

```
  { min_idx = i;
```

```
    for (j = i+1; j < n; j++)
```

```
    if (arr[j] < arr[min_idx])
```

```
      min_idx = j;
```

```
    swap (&arr[min_idx], &arr[i]);
```

```
  }
```

```
}
```

```
void printArray (int arr[], int size)
```

```
{ int i;
```

```
  for (i = 0; i < size; i++)
```

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

```
  printf ("\n");
```

```
int main()
```

```
{ int arr[] = {64, 25, 12, 22, 11};
```

```
  int n = sizeof(arr) / sizeof(arr[0]);
```

```
  selection sort (arr, n);
```

```

        swap(&arr[i], &arr[j]);
    }
    swap(&arr[i+1], &arr[high]);
    return (i+1);
}
void quicksort (int arr[], int low, int high)
{
    if (low < high)
    {
        int pi = partition (arr, low, high);
        quicksort (arr, low, pi - 1);
        quicksort (arr, pi + 1, high);
    }
}

void printArray (int arr[], int size)
{
    int i;
    for (i = 0; i < size; i++)
        printf ("%d", arr[i]);
    printf ("\n");
}

int main()
{
    int arr[] = { 10, 7, 8, 9, 1, 5 };
    int n = sizeof (arr) / sizeof (arr[0]);
    quicksort (arr, 0, n - 1);
    printf ("sorted array : n");
    printArray (arr, n);
    return 0;
}

```

```
else { arr[k] = R[j];
```

```
    j++;
```

```
  }
```

```
  k++;
```

```
} while (i < n1) {
```

```
  arr[k] = L[i];
```

```
  i++;
```

```
  k++;
```

```
}
```

```
while (j < n2) {
```

```
  arr[k] = R[j];
```

```
  j++;
```

```
  k++;
```

```
}
```

```
}
```

```
void mergeSort(int arr[], int l, int r)
```

```
{ if (l < r) {
```

```
    int m = 1 + (r - l) / 2;
```

```
    mergeSort(arr, l, m);
```

```
    mergeSort(arr, m + 1, r);
```

```
    merge(arr, l, m, r);
```

```
}
```

```
} void printArray(int A[], int size)
```

```
{ int i;
```

```
  for (i = 0; i < size; i++)
```



```

printf("Sorted array : \n");
print Array (arr, n);
return 0;
}

```

4. Merge sort

```

#include <stdio.h>
#include <stdlib.h>
void merge (int arr[], int l, int m, int r)
{
    int i, j, k;
    int n1 = m - l + 1;
    int n2 = r - m;
    int L[n1], R[n2];
    for (i = 0; i < n1; i++)
        L[i] = arr[l + i];
    for (j = 0; j < n2; j++)
        R[j] = arr[m + 1 + j];
    for (j = 0; j < n2; j++)
    i = 0; // Initial index of first subarray
    j = 0; // Initial index of second subarray
    k = 1; // Initial index of merged subarray
    while (i < n1 && j < n2) {
        if (L[i] <= R[j]) {
            arr[k] = L[i];
            i++;
        }
        else {
            arr[k] = R[j];
            j++;
        }
        k++;
    }
}

```