

Description:

C program that implements Quick Sort, prints the array before/after sorting, and measures execution time using clock().

Source Code:

```
#include <stdio.h>

#include <time.h>

void swap(int* a, int* b) {
    int temp = *a;
    *a = *b;
    *b = temp;
}

int partition(int arr[], int low, int high) {
    int pivot = arr[high]; // Pivot is the last element
    int i = (low - 1);      // Index of smaller element

    for (int j = low; j <= high - 1; j++) {
        // If current element is smaller than or equal to pivot
        if (arr[j] <= pivot) {
            i++; // Increment index of smaller element
            swap(&arr[i], &arr[j]);
        }
    }

    // Swap the pivot element with the element at the index i+1
    swap(&arr[i + 1], &arr[high]);
}
```

```

        return (i + 1);
    }

void quickSort(int arr[], int low, int high) {
    if (low < high) {
        // pIndex is partitioning index, arr[pIndex] is now at correct place
        int pIndex = partition(arr, low, high);

        // Separately sort elements before and after partition
        quickSort(arr, low, pIndex - 1);
        quickSort(arr, pIndex + 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};

    clock_t start, end;
    double cpu_time_used;

```

```
// Calculate the number of elements in the array
int n = sizeof(arr) / sizeof(arr[0]);

printf("Array:\n");
printArray(arr, n);

start = clock();

// Call quickSort with the initial range (0 to n-1)
quickSort(arr, 0, n - 1);

end = clock();

printf("\nSorted:\n");
printArray(arr, n);

// Calculate time
cpu_time_used = ((double)(end - start)) / CLOCKS_PER_SEC;

// Print execution time
printf("Execution time: %.6f seconds\n", cpu_time_used);

return 0;

}
```

Output:

Array:

10 7 8 9 1 5

Sorted:

1 5 7 8 9 10

Execution time: 0.000002 seconds