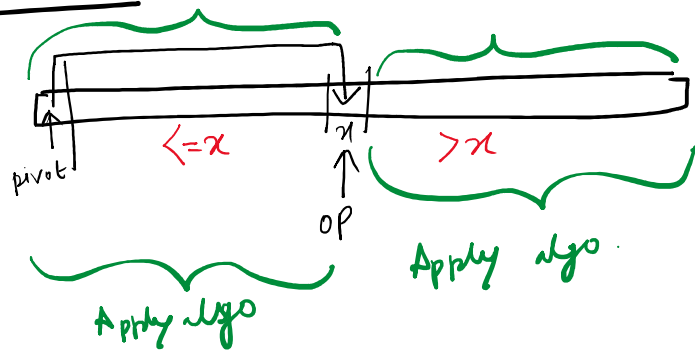


Quick Sort - Based on divide & conquer technique.



Not

① pivot element

↓
Arbitrary choice

Generally,

pivot = arr[0]

or
pivot = arr[last-element]

35 50 15 25 80 20 90 45
P

35 20 15 25 80 50 90 45
P q

35 20 15 25 80 50 90 45
P q

25 20 15 35 80 50 90 45
OP

pivot = 35

P, q

① $P \rightarrow \text{arr}[P] \leq \text{pivot}$.

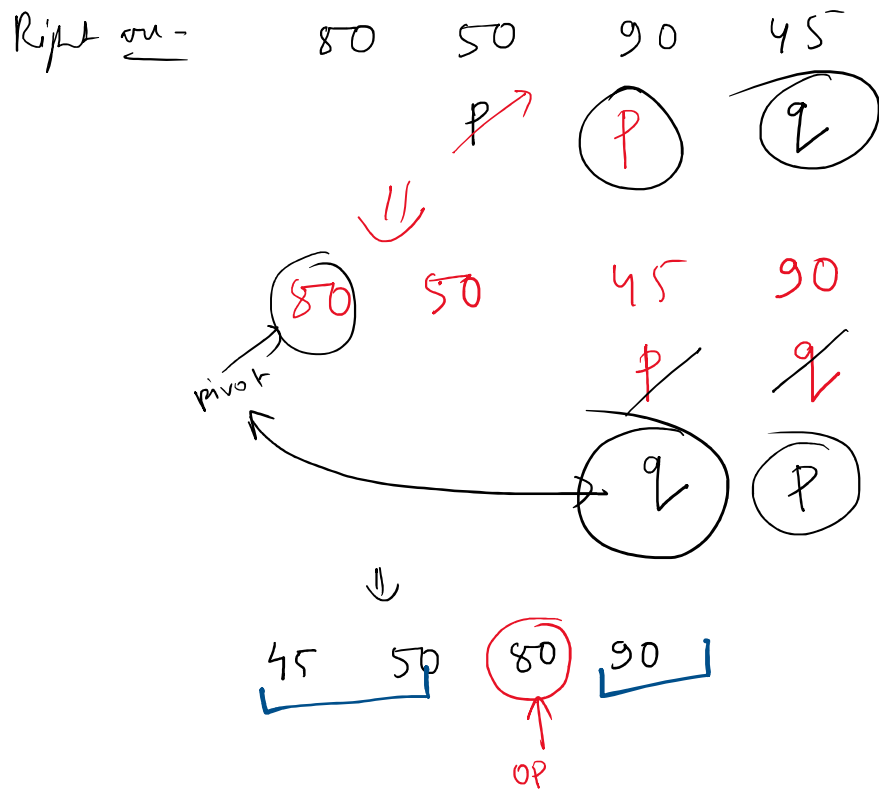
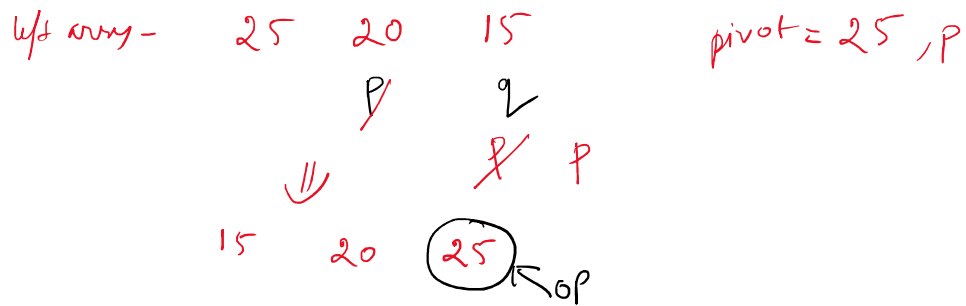
$q \leftarrow \text{arr}[q] > \text{pivot}$.

② Chk if p & q have crossed each other

↳ swap(pivot, arr[q]);

③ Chk if p & q have not crossed each other.

Swap(arr[p], arr[q])

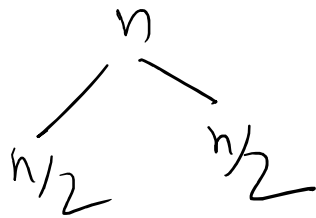


Quick Sort - SC $\rightarrow O(1)$.

Merge Sort
 TC $\rightarrow O(n \log n)$
 SC $\rightarrow O(n)$.

TC - ① Best case

② Pivot element ka OP middle mein hon.



$$T(n) = T(n/2) + T(n/2) + n$$

$$T(n) = 2T(n/2) + n \rightarrow$$

$$T(n) = n \log n.$$

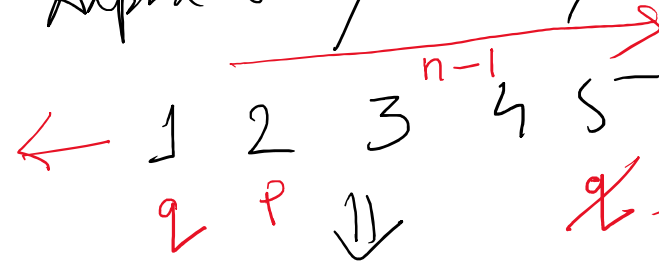
Heap Sort

Tree

Binary Tree \rightarrow Tree that have

② Worst Case

Array already sorted.



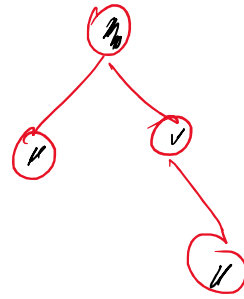
pivot = 1

$$T(n) = T(n-1) + n \rightarrow O(n^2).$$

Heap

Tree

Binary tree \rightarrow tree that have
0 or 1 or 2 children.



leaf node - Node jiska
0 children.

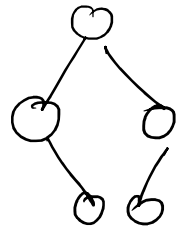
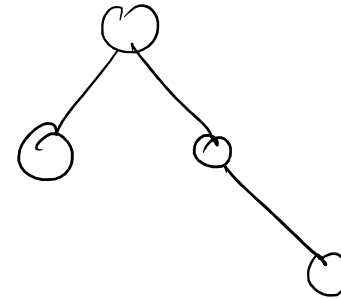
Heap - ① Almost complete
binary tree.



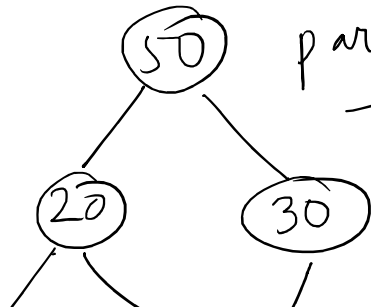
Node add karo for left
direction se karo.

② Max-Heap \rightarrow Parent $>$ child

Min Heap \rightarrow Parent $<$ child.

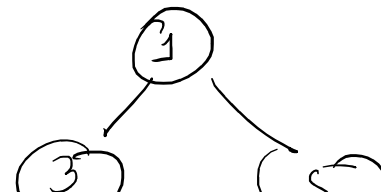


Max heap -

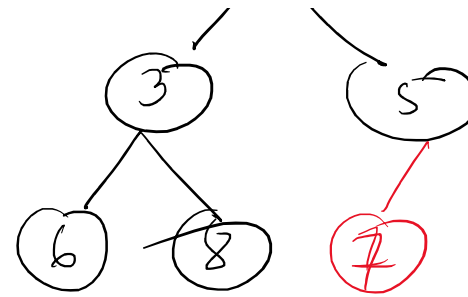
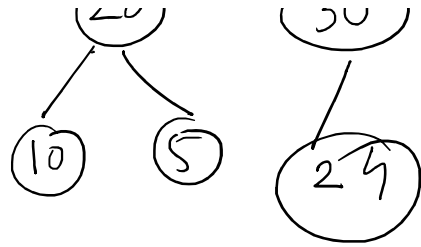


parent $>$ child

Min heap -



parent $<$ child



Heapify -

10 20 15 12 40 25 18.

Represent it in the form of Almost complete binary tree.

