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C quick_sort.c •
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     #include<stdio.h>
     #include<stdlib.h>
     #include<conio.h>
     #include<time.h>
     clock t start,end;
     double cpu time;
     void quick_sort(int [] ,int,int);
     int partition(int [] ,int,int);
     int main()
         int a[10000],n,i,j;
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         srand(time(0));
         printf("Enter number of elements:\n");
         scanf("%d",&n);
         printf("Array elements:\n");
         for(i=0;i<n;i++)
            a[i]=rand()%100;
            printf("%d ",a[i]);
         start= clock();
         quick sort(a,0,n-1);
         printf("\nSorted Array:\n");
         for(i=0;i<n;i++)
             printf("%d ",a[i]);
         end = clock();
         cpu_time = (double)(end - start) / CLOCKS_PER_SEC;
         printf("\nExecution time for Quick Sort = %f ms\n", cpu_time*1000);
         getch();
     void quick_sort(int a[],int low,int high)
         int mid:
```

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□ …
                C quick_sort.c •
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         int mid;
         if(low<high)
             mid=partition(a,low,high);
             quick_sort(a,low,mid-1);
             quick_sort(a,mid+1,high);
      int partition(int a[],int low,int high)
         int i,j,temp,pivot;
         pivot=a[low];
         i=low+1;
         j=high;
         while(i<=j)
             while(a[i]<=pivot)
                 i++;
             while(a[j]>pivot)
             if(i<j)
                 temp=a[i];
                 a[i]=a[j];
                 a[j]=temp;
         temp=a[low];
         a[low]=a[j];
         a[j]=temp;
         return j;
```



