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We want to choose partitions that cause worst-case performance. To do this, we must partition so that the search checks every element [3,2,9,0,7,5,4,8,6,1]
[3,2,9,0,7,5,4,8,6,1]
[3,2,9,0,7,5,4,8,6,1]
[3,2,9,0,7,5,4,8,6,1]
[3,2,9,0,7,5,4,8,6,1]

[3, 4, 910, 3, 5, 5, 5, 5, 6, 4]

See problem 2. cpp

See problem3.cpp

This theoretical adjorithm is simply an implementation of counting sort. All elements are placed into the "C" array which would be elements between a and b.