

## SEARCHING AND SORTING

### Closest Numbers

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

```
#include<stdlib.h>
```

```
void quickSort(int[], int, int);
```

```
int partition(int[], int, int);
```

```
int main(){
```

```
    int i,n;
```

```
    //input
```

```
    scanf("%d",&n);
```

```
    int *a=(int *)malloc(n*sizeof(int));
```

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

```
        scanf("%d",&a[i]);
```

```
    //sorting
```

```
    quickSort(a,0,n-1);
```

```
    //finding smallest
```

```
    int min=a[1]-a[0];
```

```
    for(i=2;i<n;i++)
```

```
        if(a[i]-a[i-1]<min) min=a[i]-a[i-1];
```

```
    //printing all pairs
```

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

```
        if(a[i]-a[i-1]==min) printf("%d %d ",a[i-1],a[i]);
```

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

```
return 0;
```

```
}
```

```
void quickSort(int a[], int l, int r)
```

```
{
```

```
    int j;
```

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

```
    {
```

```
        // divide and conquer
```

```
        j = partition( a, l, r);
```

```
        quickSort( a, l, j-1);
```

```
        quickSort( a, j+1, r);
```

```
    }
```

```
}
```

```
int partition(int a[], int l, int r) {
```

```
    int pivot, i, j, t;
```

```
    pivot = a[l];
```

```
    i = l; j = r+1;
```

```
    while( 1)
```

```
    {
```

```
        do ++i; while( a[i] <= pivot && i <= r );
```

```
        do --j; while( a[j] > pivot );
```

```
        /*do ++i; while( a[i] >= pivot && i <= r );
```

```
        do --j; while( a[j] < pivot );*/
```

```
        if( i >= j ) break;
```

```
        t = a[i]; a[i] = a[j]; a[j] = t;
```

```

}
t = a[l]; a[l] = a[j]; a[j] = t;
return j;
}

```

## **Ice Cream Parlor**

```

#include<stdio.h>

int main()
{
    int t,c,l,i,j,arr[20000];
    scanf("%d",&t);
    for( ; t>0 ; t--)
    {
        scanf("%d%d",&c,&l);
        for(i=0;i<l;i++)
            scanf("%d",&arr[i]);
        for(i=0;i<l-1;i++)
            for(j=i+1;j<l;j++)
            {
                if(arr[i]+arr[j]==c)
                    printf("%d %d\n",i+1,j+1);
            }
    }
    return 0;
}

```

## **Find the Median**

# RECURSION AND BIT MANIPULATION

## Maximizing XOR

```
#include <stdio.h>
#include <string.h>
#include <math.h>
#include <stdlib.h>
#include <assert.h>
int maxXor(int l, int r) {
    int max = 0,i,j;
    for(i=l;i<r;i++)
        for(j=i+1;j<=r;j++)
            max = max<(i^j)?i^j:max;
    return max;
}
int main() {
    int res;
    int _l;
    int _r;
    scanf("%d", &_l);
    scanf("%d", &_r);
    res = maxXor(_l, _r);
    printf("%d", res);
    return 0;
}
```

## **Sum vs XOR**

```
#include <stdio.h>

int main(){
    long long int n,m=1;
    scanf("%lld",&n);
    while(n>0){
        if(n%2==0)m*=2;
        n/=2;
    }
    printf("%lld\n",m);
    return 0; }
```

## **Flipping Bits**

```
#include <stdio.h>
#include <string.h>
#include <math.h>
#include <stdlib.h>

int main() {
    int t;
    unsigned int n;
    scanf("%d", &t);
    while(t-- > 0) {
        scanf("%u", &n);
        printf("%u\n", ~n);
    }
    return 0;
}
```