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# Naive Partition

Quicksort is a Divide and Conquer Algorithm that is used for sorting the elements. In this algorithm, we choose a pivot and partitions the given array according to the pivot. Quicksort algorithm is a mostly used algorithm because this algorithm is cache-friendly and performs in-place sorting of the elements means no extra space requires for sorting the elements.

## Note:

Quicksort algorithm is generally unstable algorithm because quick sort cannot be able to maintain the relative order of the elements.

## Three partitions are possible for the Quicksort algorithm:

1. **Naive partition:** In this partition helps to maintain the relative order of the elements but this partition takes  $O(n)$  extra space.
2. **Lomuto partition:** In this partition, The last element chooses as a pivot in this partition. The pivot acquires its required position after partition but more comparison takes place in this partition.
3. **Hoare's partition:** In this partition, The first element chooses as a pivot in this partition. The pivot displaces its required position after partition but less comparison takes place as compared to the Lomuto partition.

## 1. Naive partition



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**Algorithm:** Article marked as read.**Naivepartition(arr[],l,r)**

1. Make a Temporary array temp[r-l+1] length
2. Choose last element as a pivot element
3. Run two loops:
  - > Store all the elements in the temp array that are less than pivot element
  - > Store the pivot element
  - > Store all the elements in the temp array that are greater than pivot element.
4. Update all the elements of arr[] with the temp[] array

**QuickSort(arr[], l, r)**If  $r > l$ 

1. Find the partition point of the array  
     $m = \text{Naivepartition}(a, l, r)$
2. Call Quicksort for less than partition point  
    Call Quicksort(arr, l, m-1)
3. Call Quicksort for greater than the partition point  
    Call Quicksort(arr, m+1, r)

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```
// Java program to demonstrate the naive partition
// in quick sort

import java.io.*;
import java.util.*;
public class GFG {
    static int partition(int a[], int start, int high)
    {
        // Creating temporary
        int temp[] = new int[(high - start) + 1];

        // Choosing a pivot
        int pivot = a[high];
        int index = 0;

        // smaller number
        for (int i = start; i <= high; ++i) {
            if (a[i] < pivot)
            {
                temp[index++] = a[i];
            }
        }

        // pivot position
        int position = index;

        // Placing the pivot to its original position
        temp[index++] = pivot;
```



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```
for (int i = start; i <= high; ++i)
{
    if (a[i] > pivot)
    {
        temp[index++] = a[i];
    }
}
```

```
// Change the original array
for (int i = start; i <= high; ++i) {
    a[i] = temp[i - start];
}
```

```
// return the position of the pivot
return position;
}
```

```
static void quicksort(int numbers[], int start, int end)
{
    if (start < end) {
        int point = partition(numbers, start, end);

        quicksort(numbers, start, point - 1);
```

```
}
```

```
// Function to print the array
```

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```
static void print(int numbers[])
{
    for (int a : numbers)
    {
        System.out.print(a + " ");
    }
}

public static void main(String[] args)
{
    int numbers[] = { 3, 2, 1, 78, 9798, 97 };

    // rearrange using naive partition
    quicksort(numbers, 0, numbers.length - 1);

    print(numbers);
}
```



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## Output

```
1 2 3 78 97 9798
```

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