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#include <stdio.h>
#include <stdlib.h>
#include <sys/time.h>
#include <time.h>

void fnGenRandInput(int [], int);
void fnDispArray( int [], int);
int fnPartition(int [], int , int );
void fnQuickSort(int [], int , int );
inline void fnSwap(int*, int*);

inline void fnSwap(int *a, int *b)
{
    int t = *a; *a = *b; *b = t;
}

/
*****
*****
*Function    : main
*Input parameters:
*   int argc - no of command line arguments
*   char **argv - vector to store command line argumennts
*RETURNS      : 0 on success
*****
*****/

int main( int argc, char **argv)
{

    FILE *fp;
    struct timeval tv;
    double dStart,dEnd;
    int iaArr[500000],iNum,iPos,iKey,i,iChoice;

    for(;;)
    {
        printf("\n1.Plot the Graph\n2.QuickSort\n3.Exit");
        printf("\nEnter your choice\n");
        scanf("%d",&iChoice);

        switch(iChoice)
        {
            case 1:
                fp = fopen("QuickPlot.dat","w");

                for(i=100;i<100000;i+=100)
                {
                    fnGenRandInput(iaArr,i);

                    gettimeofday(&tv,NULL);
                    dStart = tv.tv_sec + (tv.tv_usec/1000000.0);

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        fnQuickSort(iaArr,0,i-1);

        gettimeofday(&tv,NULL);
        dEnd = tv.tv_sec + (tv.tv_usec/1000000.0);

        fprintf(fp,"%d\t%lf\n",i,dEnd-dStart);
    }
    fclose(fp);

    printf("\nData File generated and stored in file <
QuickPlot.dat >.\n Use a plotting utility\n");
    break;

    case 2:
        printf("\nEnter the number of elements to sort\n");
        scanf("%d",&iNum);
        printf("\nUnsorted Array\n");
        fnGenRandInput(iaArr,iNum);
        fnDispArray(iaArr,iNum);
        fnQuickSort(iaArr,0,iNum-1);
        printf("\nSorted Array\n");
        fnDispArray(iaArr,iNum);
        break;

    case 3:
        exit(0);
    }
}

return 0;
}

/
*****
*****
*Function    : fnPartition
*Description  : Function to partition an iaArray using First
element as Pivot
*Input parameters:
*   int a[] - iaArray to hold integers
*   int l   - start index of the subiaArray to be sorted
*   int r   - end index of the subiaArray to be sorted
*RETURNS     : integer value specifying the location of partition
*****
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int fnPartition(int a[], int l, int r)
{
    int i,j,temp;
    int p;

    p = a[l];

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    i = l;
    j = r+1;

    do
    {
        do { i++; } while (a[i] < p);
        do { j--; } while (a[j] > p);

        fnSwap(&a[i], &a[j]);
    }
    while (i<j);

    fnSwap(&a[i], &a[j]);
    fnSwap(&a[l], &a[j]);

    return j;
}

/
*****
*****
*Function    : fnQuickSort
*Description  : Function to sort elements in an iaArray using
Quick Sort
*Input parameters:
*   int a[] - iaArray to hold integers
*   int l   - start index of the subiaArray to be sorted
*   int r   - end index of the subiaArray to be sorted
*RETURNS     : no value
*****
*****/

void fnQuickSort(int a[], int l, int r)
{
    int s;

    if (l < r)
    {
        s = fnPartition(a, l, r);
        fnQuickSort(a, l, s-1);
        fnQuickSort(a, s+1, r);
    }
}

/
*****
*****
*Function    : GenRandInput
*Description  : Function to generate a fixed number of random
elements
*Input parameters:
*   int X[] - array to hold integers
*   int n   - no of elements in the array
*RETURNS     :no return value

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void fnGenRandInput(int X[], int n)
{
    int i;

    srand(time(NULL));
    for(i=0;i<n;i++)
    {
        X[i] = rand()%10000;
    }

}

/
*****
*****
*Function    : DispArray
*Description  : Function to display elements of an array
*Input parameters:
*   int X[] - array to hold integers
*   int n   - no of elements in the array
*RETURNS     : no return value
*****
*****/

void fnDispArray( int X[], int n)
{
    int i;

    for(i=0;i<n;i++)
        printf(" %5d \n",X[i]);

}

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