

Enter the number of elements : 6

Enter ~~the~~ elements of an array :

10 7 6 12 2 1

Elements of an array before sorting :

10 7 6 12 2 1

Elements of an array after sorting :

1 2 6 7 10 12



Experiment-1

Objective - WAP to perform Quick sort method to sort the n elements.

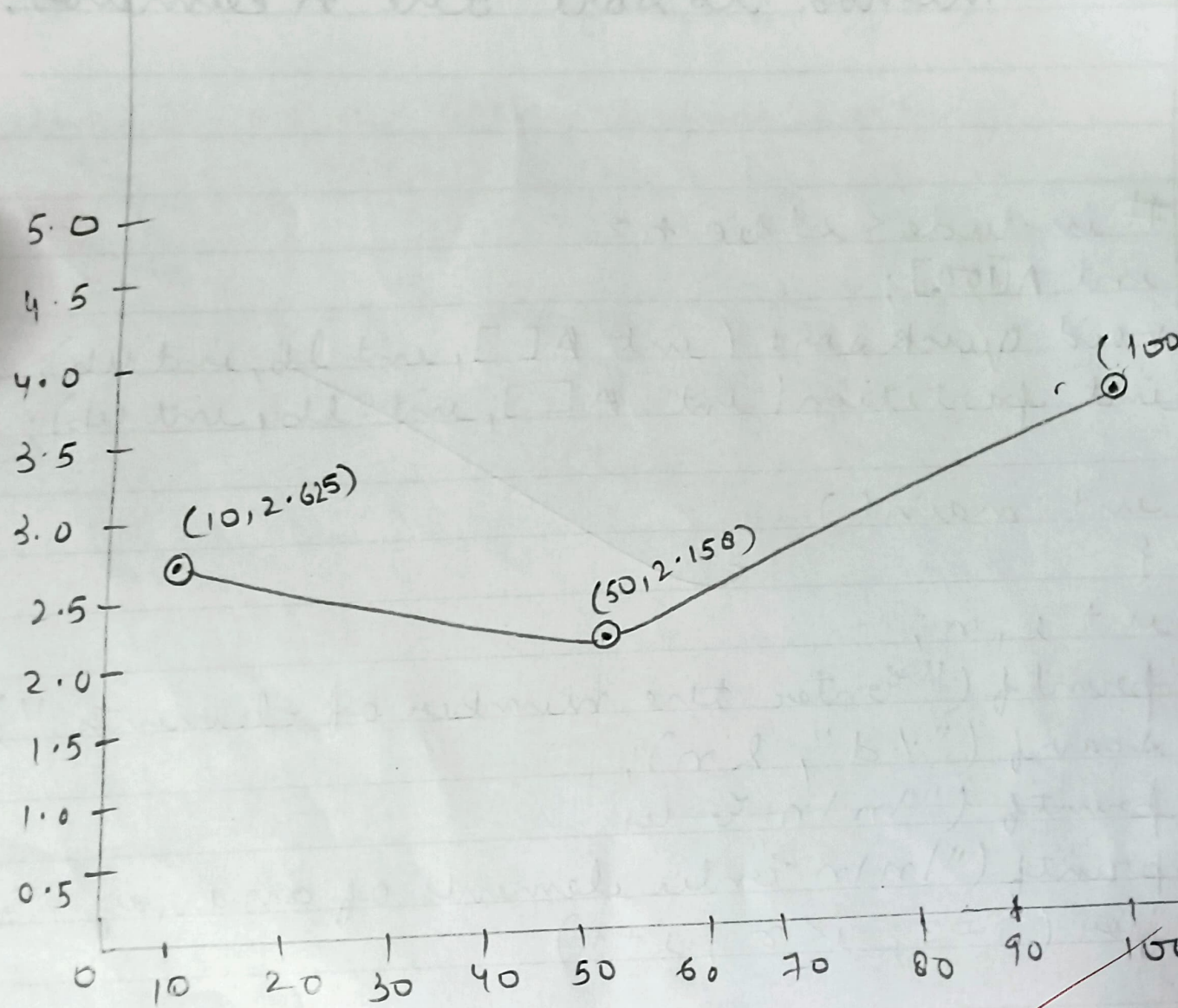
```
#include <stdio.h>
int A[100];
void quicksort (int A[], int lb, int ub);
int partition (int A[], int lb, int ub);

int main()
{
    int i, n;
    printf("Enter the number of elements:");
    scanf ("%d", &n);
    printf("\n\n Enter the
    printf("\n\n Enter elements of an array:");
    for (i=0; i<n; i++)
    {
        scanf ("%d", &A[i]);
    }

    printf("\n\n Elements of an array before sorting:");
```


Experiment 1

Objective - To perform a static test on a beam to determine the deflection at various points.



✓

```
for (i=0; i<n; i++)  
{  
    printf("%d\t", A[i]);  
}  
int partition(int A[], int lb, int ub)  
{  
    int pivot, start, end, temp;  
    pivot = A[lb];  
    start = lb;  
    end = ub;  
while (start < end)  
    while (start < end)  
    {  
        while (A[start] <= pivot)  
        {  
            start++;  
        }  
  
        while (A[end] > pivot)  
        {  
            end--;  
        }  
        if (start < end)  
        {  
            temp = A[start];  
            A[start] = A[end];  
            A[end] = temp;  
        }  
    }  
}
```



```

}
}
temp = A[lb];
A[lb] = A[end];
A[end] = temp;
return end; }

```

```

quick sort (A, 0, n-1);
printf (" \n \n Elements of an array after
sorting : ");
for (i = 0; i < n; i++)
{
    printf ("%d \t", A[i]);
}

```

```

void quicksort (int A[], int lb, int ub)
{
    int loc;
    if (lb < ub)
    {

```

```

        loc = partition (A, lb, ub)
        quicksort (A, lb, loc-1)
        quick sort (A, loc++, ub);
    }
}

```

```

void quick sort (int A[], int lb, int ub)
{
    int loc;
    if (lb < ub)

```

```
{  
    loc = partition (A, lb, ub);  
    quicksort (A, lb, loc - 1);  
    quicksort (A, loc + 1, ub);  
}  
}
```

