Due Date
Wednesday, October 30, 2013

Program objectives
The objectives of this assignment are as follows.
An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution (ABET b).

Value
This program is worth 15 points. The distribution of points will be as follows.

Criterion	Value
Global functions	1
Recursive functions	3
Program style (includes greeting)	3
Correct output with annotations	8

Delivery method
Archive and compress your files using the tar command. Attach the tar file, named hw6.tar, to an email that you send to the class at csc2421@orion.ucdenver.edu In the Subject field, type HW6. In the body of the email type your name, then send the mail.

Problem
This is a two-part problem.
1. We can sort an array of elements (assuming there is a meaningful way to compare the elements) by using the following algorithm. Recursively sort the first *n*-1 elements of an *n*-element array. Then, place the *n*th element in its proper position within the *n*-1 sorted elements. Using this algorithm, write a global template that sorts an array of T. To test your algorithm, generate and save *n* pseudorandom integers in the range [*low*, *high*]. Display the original array in a row-column format (15 integers per line with evenly spaced columns), then display the sorted array in the same format.
2. Write a recursive function (non-template) that prints a pattern of 2*p* lines of the character * such that the first line has 1 character, the second line 2 characters, … , and the *p*th line *p* characters. This is followed immediately by another *p* lines, such that the first line has *p* characters, the second line has *p*-1 characters, … , and the *p*th line has 1 character.

Input
Command line positional parameters *n*, *low*, *high*, *p* (in that order). For example,
a.out 1000 25 99 15.

Output
1. The original array of integers formatted such that there are 15 integers per line with a field width of 4 between columns. The sorted array (smallest to largest) with the same formatting.
2. The pattern of the character * as specified in part 2 of the problem specification.