

APS 105 Lecture 35 Notes

Last time: selection sort, bubble sort and introduced quicksort

Today: Recap quick sort and develop its source code

Recap:

Eg. 2 1 3 5 4

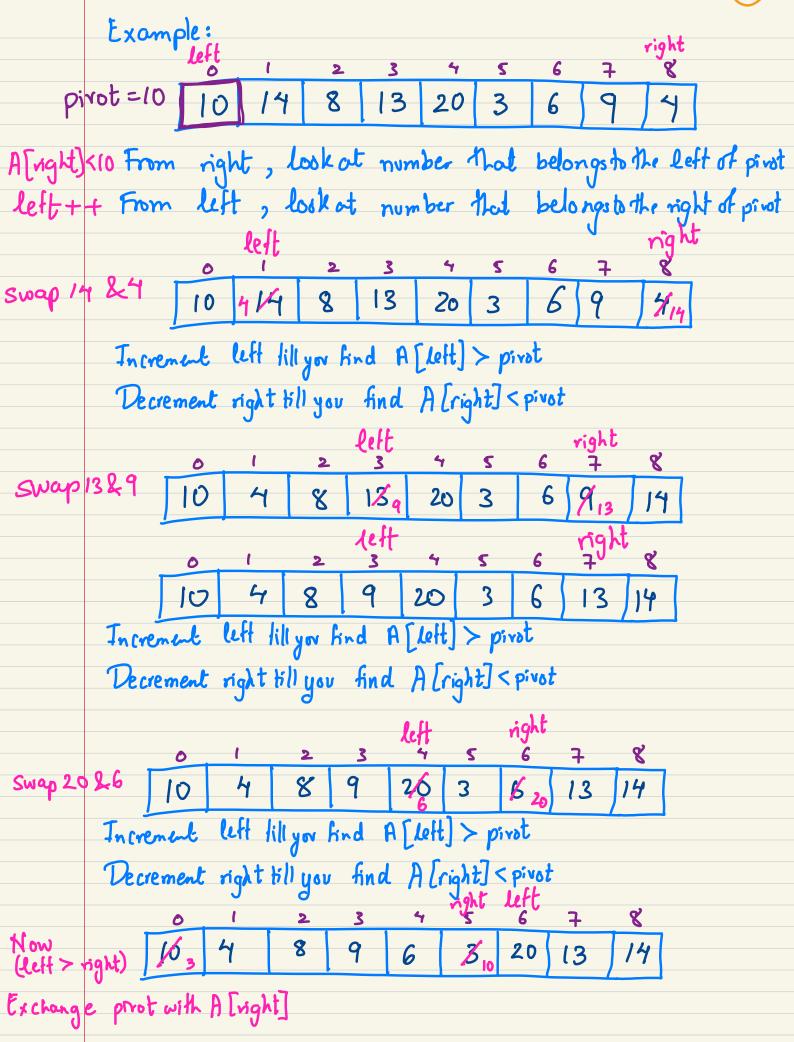
softed as it is in its correct

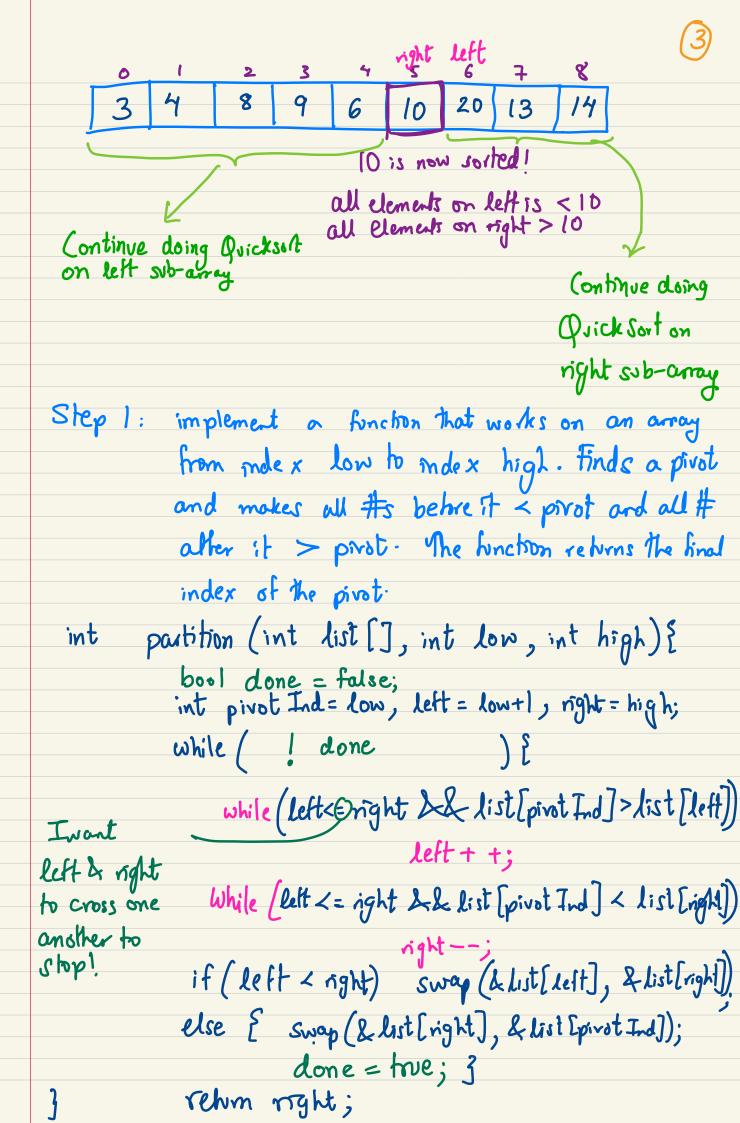
position, also colled as "pirot"

where all #s before are <3 and all

#s after are >3.

Quick sort works by ordering a pirot in its location, then work on left subarray then on right subarray.





```
Step 2: Call partition but on the subarray on the left of prot and right of pivot
                    quick Sort (int list [], mt length) }
         vosd
                    quickSort Helper (list, 0, length-1);
                quick Sort Helper ( int list, int low, int high) {
                   if (low < high) {
                            int pivot Ind = partition (list, low, high);
                            quickSoit Helper (list, Low, pivot Ind -1);
 sorts the
 left subarray
                            quick Solt Helper (list, pivot Ind+1, high);
sorts the
right subarray
                  Base Case is to do nothing!
```

Searching Algorithms

Search for an element in an array

int sequential Search (int list[], int length, int data) {
int index = -1;

At most we do $\int for \left(int i=0; i < length & lindex == -1; i+t \right)$ length companisms $\int if \left(list [i] == data \right)$

Best case: 1 comp. index = i;

Arerage: n/2 comp. return i;

Is there a better way?

If my array was softed, e.g. 13 5 10 13 and I want to look for 10?

1) look at arr[n/2] = arr[s/2] = arr[2] = 5if $10 > 5 \rightarrow look$ right subarray $10 < 5 \rightarrow look$ left subarray

2) Repeat (1) $arr \left[\frac{n}{2} + n\right] = arr \left[3\right] = 10$ if $10 = 10 \rightarrow hound$

We eliminate half of the array everytime.

We do log_ (length) companisons.

We call the method "binary search"

binary Search (int list [], int length, int data) { int low = 0, high = length -1; while (low <= high) { int middle = (low + high)/2; if (list [middle] = = data) rehm middle; else if (list[middle] > data) high = middle ~ 1; low = middle + 1; look for 1 middle=2 high=5 (1) Low =0 2 Low= 0 middle = 0 high = 1

middle = l high = 1

found, so we

need to enter

loop when low= high

3 low=1

```
Recording in
```

```
int binary Search Helper (int list[], int length,
                         int data, int low, int high)
        if (low > high)
               rehm - 1;
        int middle = (low + high/2;
         if [list[middle] = = data)
              return middle;
        if (list [middle] > data) go left
                return binary search Helper (list, length, data,
                                    low, middle-1);
           go right
return binary Search Helper (list, length, data,
                                   middle +1, high);
 int binary Search (int list[], int length, int data) {
        return binary Search Helper (list, length, data, o,
                                    length-1);
```