```
#include <stdio.h>
void swap(int* a, int* b) {
   int temp = *a;
   *a = *b;
   *b = temp;
}
int partition(int arr[], int low, int high) {
   int pivot = arr[high];
   int i = low - 1;
   for (int j = low; j < high; j++) {
     if (arr[j] <= pivot) {</pre>
        j++;
        swap(&arr[i], &arr[j]);
     }
  }
   swap(&arr[i + 1], &arr[high]);
   return (i + 1);
}
void quickSort(int arr[], int low, int high) {
   if (low < high) {
     int pi = partition(arr, low, high);
     quickSort(arr, low, pi - 1);
     quickSort(arr, pi + 1, high);
  }
}
void printArray(int arr[], int size) {
   for (int i = 0; i < size; i++)
     printf("%d ", arr[i]);
   printf("\n");
}
int main() {
   int size;
   printf("Enter the number of elements in the array: ");
   scanf("%d", &size);
   int arr[size];
```

```
printf("Enter %d integers:\n", size);
for (int i = 0; i < size; i++) {
    printf("Element %d: ", i + 1);
    scanf("%d", &arr[i]);
}

printf("\nOriginal array:\n");
printArray(arr, size);

quickSort(arr, 0, size - 1);

printf("Sorted array:\n");
printArray(arr, size);

return 0;
}</pre>
```

```
void strassen2x2(int A[2][2], int B[2][2], int C[2][2]) {
  int M1 = (A[0][0] + A[1][1]) * (B[0][0] + B[1][1]);
  int M2 = (A[1][0] + A[1][1]) * B[0][0];
  int M3 = A[0][0] * (B[0][1] - B[1][1]);
  int M4 = A[1][1] * (B[1][0] - B[0][0]);
  int M5 = (A[0][0] + A[0][1]) * B[1][1];
  int M6 = (A[1][0] - A[0][0]) * (B[0][0] + B[0][1]);
  int M7 = (A[0][1] - A[1][1]) * (B[1][0] + B[1][1]);
  C[0][0] = M1 + M4 - M5 + M7;
  C[0][1] = M3 + M5;
  C[1][0] = M2 + M4;
  C[1][1] = M1 - M2 + M3 + M6;
}
int main() {
  int A[2][2] = \{\{4,5\}, \{6,7\}\};
  int B[2][2] = \{\{8,9\}, \{2,3\}\};
  int C[2][2];
  strassen2x2(A, B, C);
  printf("Result matrix:\n");
  for (int i = 0; i < 2; i++) {
     for (int j = 0; j < 2; j++)
        printf("%d ", C[i][j]);
     printf("\n");
  }
  return 0;
}
```

