```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <time.h>
// Question-1
// -----
int negative (int n)
    if (n < 0)
        return 1;
    }
    else
       return -1;
}
void swap(int *a, int *b)
    int t = *a;
    *a = *b;
    *b = t;
int partition(int arr[], int low, int high)
    int pivot = arr[high];
    int i = (low - 1);
    for (int j = low; j \le high - 1; j++)
    {
        if (arr[j] < pivot)</pre>
            i++;
            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);
    }
}
// Question-2
// -----
void para(char a[5000])
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{
    int i = 0;
    while (a[i] != '\0')
        if (a[i] == ' ' || a[i] == ',' || a[i] == '.')
            printf("\n");
        }
        else
            printf("%c", a[i]);
        i++;
    }
}
// void word(char a[500][50])
       int str[500][50];
//
//
       int j, i = 0;
//
       int c = 0;
//
       for (i = 0; i < 500; i++)
//
//
           for (j = 0; j < 50; j++)
//
//
                if (a[c++] == ' ' || a[c++] == '.' || a[c++] == ',')
//
//
                    str[i][j] = ' \ 0';
//
                    break;
//
                }
//
                else
//
//
                    str[i][j] = a[c++];
//
                }
//
           }
//
// }
// Question-3
void file1(int n, int a[1000])
    int i;
    srand((unsigned int)time(NULL));
    n = rand() % 69 + 10;
    for (i = 0; i < 1000; i++)
        n = rand() % 69 + 10;
        a[i] = n;
}
void identify(int a[1000], int b[1000])
    file1(1000, a);
    for (int i = 0; i < 1000; i++)
        if (a[i] > 15 \&\& a[i] < 47)
        {
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b[i] = a[i];
        }
    }
}
int main()
{
    int c = 0, d = 0;
    int i, j, k = 0, l = 0;
    int a[] = \{-7, 3, 80, 12, -35, 28, -54, 61, 12, 3, 9, -5, 35, 52,
-96, 29, -12, 27, 37, -42, 53, 48, 63, -51, -75, 19, -11, 2,
               -81, 55, -14, 41, -29, 97, -245};
    for (i = 0; i < 35; i++)
        if (negative(a[i]) == 1)
        {
            C++;
        }
        else
        {
            d++;
    }
    int b[c], p[d];
    for (j = 0; j < 35; j++)
        if (negative(a[j]) == 1)
        {
            b[k] = a[j];
            k++;
        }
        else
        {
            p[1] = a[j];
            1++;
    }
    quickSort(b, 0, c - 1);
    quickSort(p, 0, d - 1);
   printf("The negative numbers are in increasing order\n");
    for (j = 0; j < c; j++)
        printf("%d ", b[j]);
   printf("\n");
   printf("The positive numbers are in decreasing order\n");
    for (j = d - 1; j >= 0; j--)
        printf("%d ", p[j]);
    char abc[] = "A stochastic fractal is built out of probabilities
and randomness. It is statistically self-similar. We\
will look at both deterministic and stochastic techniques for
generating fractal patterns. A line is\
self-similar. A line looks the same at any scale, but it's not a
fractal. A fractal is characterized\
by having a fine structure at small scales, you'll continue to find
```

```
fluctuations, and cannot be
described with Euclidean geometry. If you can say, it's a line, then
it's not a fractal. Another\
fundamental component of fractal geometry is recursion. Fractal has a
recursive definition.
We'll start with recursion before developing techniques and code
examples for building fractal";
   printf("\n");
   printf("The words in different lines\n");
   para(abc);
   /*word(abc);
   printf("%s\n", abc);*/
   int arr[1000];
   int m = 0;
    file1(1000, arr);
   FILE *f;
   int arr1[1000];
   f = fopen("163-input.txt", "w+");
    if (f == NULL)
    {
       printf("Cannot open the file\n");
    }
    else
        for (int q = 0; q < 1000; q++)
            fprintf(f, " % d", arr[g]);
    fclose(f);
    identify(arr, arr1);
    quickSort(arr1, 0, 999);
   FILE *f1;
    f1 = fopen("163-output.txt", "w+");
    if (f1 == NULL)
        printf("Cannot open the file\n");
    else
        for (int g = 999; g >= 0; g--)
            fprintf(f, " % d", arr1[g]);
    fclose(f1);
   return 0;
}
```