Data Structures are the programmatic way of storing data so that data can be used efficiently. Almost every enterprise application uses various types of data structures in one or the other way. This tutorial will give you a great understanding on Data Structures needed to understand the complexity of enterprise level applications and need of algorithms, and data structures.

Why to Learn Data Structure and Algorithms?

As applications are getting complex and data rich, there are three common problems that applications face now-a-days.

* **Data Search** − Consider an inventory of 1 million (106) items of a store. If the application is to search an item, it has to search an item in 1 million (106) items every time slowing down the search. As data grows, search will become slower.
* **Processor speed** − Processor speed although being very high, falls limited if the data grows to billion records.
* **Multiple requests** − As thousands of users can search data simultaneously on a web server, even the fast server fails while searching the data.

To solve the above-mentioned problems, data structures come to rescue. Data can be organized in a data structure in such a way that all items may not be required to be searched, and the required data can be searched almost instantly.

**Applications of Data Structure and Algorithms**

Algorithm is a step-by-step procedure, which defines a set of instructions to be executed in a certain order to get the desired output. Algorithms are generally created independent of underlying languages, i.e. an algorithm can be implemented in more than one programming language.

From the data structure point of view, following are some important categories of algorithms −

* **Search** − Algorithm to search an item in a data structure.
* **Sort** − Algorithm to sort items in a certain order.
* **Insert** − Algorithm to insert item in a data structure.
* **Update** − Algorithm to update an existing item in a data structure.
* **Delete** − Algorithm to delete an existing item from a data structure.

Data Structure is a systematic way to organize data in order to use it efficiently. Following terms are the foundation terms of a data structure.

* **Interface** − Each data structure has an interface. Interface represents the set of operations that a data structure supports. An interface only provides the list of supported operations, type of parameters they can accept and return type of these operations.
* **Implementation** − Implementation provides the internal representation of a data structure. Implementation also provides the definition of the algorithms used in the operations of the data structure.

**Characteristics of a Data Structure**

* **Correctness** − Data structure implementation should implement its interface correctly.
* **Time Complexity** − Running time or the execution time of operations of data structure must be as small as possible.
* **Space Complexity** − Memory usage of a data structure operation should be as little as possible.

## Need for Data Structure

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## Basic Terminology

* **Data** − Data are values or set of values.
* **Data Item** − Data item refers to single unit of values.
* **Group Items** − Data items that are divided into sub items are called as Group Items.
* **Elementary Items** − Data items that cannot be divided are called as Elementary Items.
* **Attribute and Entity** − An entity is that which contains certain attributes or properties, which may be assigned values.
* **Entity Set** − Entities of similar attributes form an entity set.
* **Field** − Field is a single elementary unit of information representing an attribute of an entity.
* **Record** − Record is a collection of field values of a given entity.
* **File** − File is a collection of records of the entitiesin a given entity set.

**Algorithm**

Algorithm is a step-by-step procedure, which defines a set of instructions to be executed in a certain order to get the desired output. Algorithms are generally created independent of underlying languages, i.e. an algorithm can be implemented in more than one programming language.

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* **Update** − Algorithm to update an existing item in a data structure.
* **Delete** − Algorithm to delete an existing item from a data structure.

## Characteristics of an Algorithm

Not all procedures can be called an algorithm. An algorithm should have the following characteristics −

* **Unambiguous** − Algorithm should be clear and unambiguous. Each of its steps (or phases), and their inputs/outputs should be clear and must lead to only one meaning.
* **Input** − An algorithm should have 0 or more well-defined inputs.
* **Output** − An algorithm should have 1 or more well-defined outputs, and should match the desired output.
* **Finiteness** − Algorithms must terminate after a finite number of steps.
* **Feasibility** − Should be feasible with the available resources.
* **Independent** − An algorithm should have step-by-step directions, which should be independent of any programming code.

**Problem** − Design an algorithm to add two numbers and display the result.

**Step 1** − START

**Step 2** − declare three integers **a**, **b**&**c**

**Step 3** − define values of **a**&**b**

**Step 4** − add values of **a**&**b**

**Step 5** − store output of step 4 to **c**

**Step 6** − print **c**

**Step 7** − STOP

## Data Definition

Data Definition defines a particular data with the following characteristics.

* **Atomic** − Definition should define a single concept.
* **Traceable** − Definition should be able to be mapped to some data element.
* **Accurate** − Definition should be unambiguous.
* **Clear and Concise** − Definition should be understandable.

## Data Object

Data Object represents an object having a data.

## Data Type

Data type is a way to classify various types of data such as integer, string, etc. which determines the values that can be used with the corresponding type of data, the type of operations that can be performed on the corresponding type of data. There are two data types −

* Built-in Data Type
* Derived Data Type

### **Built-in Data Type**

Those data types for which a language has built-in support are known as Built-in Data types. For example, most of the languages provide the following built-in data types.

* Integers
* Boolean (true, false)
* Floating (Decimal numbers)
* Character and Strings

### **Derived Data Type**

Those data types which are implementation independent as they can be implemented in one or the other way are known as derived data types. These data types are normally built by the combination of primary or built-in data types and associated operations on them. For example −

* List
* Array
* Stack
* Queue

## Basic Operations

The data in the data structures are processed by certain operations. The particular data structure chosen largely depends on the frequency of the operation that needs to be performed on the data structure.

* Traversing
* Searching
* Insertion
* Deletion
* Sorting
* Merging

Array is a container which can hold a fix number of items and these items should be of the same type. Most of the data structures make use of arrays to implement their algorithms. Following are the important terms to understand the concept of Array.

* **Element** − Each item stored in an array is called an element.
* **Index** − Each location of an element in an array has a numerical index, which is used to identify the element.

## Array Representation

Arrays can be declared in various ways in different languages. For illustration, let's take C array declaration.



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As per the above illustration, following are the important points to be considered.

* Index starts with 0.
* Array length is 10 which means it can store 10 elements.
* Each element can be accessed via its index. For example, we can fetch an element at index 6 as 9.

## Basic Operations

Following are the basic operations supported by an array.

* **Traverse** − print all the array elements one by one.
* **Insertion** − Adds an element at the given index.
* **Deletion** − Deletes an element at the given index.
* **Search** − Searches an element using the given index or by the value.
* **Update** − Updates an element at the given index.

In C, when an array is initialized with size, then it assigns defaults values to its elements in following order.

|  |  |
| --- | --- |
| **Data Type** | **Default Value** |
| bool | false |
| char | 0 |
| int | 0 |
| float | 0.0 |
| double | 0.0f |
| void |  |
| wchar\_t | 0 |

## Insertion Operation

Insert operation is to insert one or more data elements into an array. Based on the requirement, a new element can be added at the beginning, end, or any given index of array.

Here, we see a practical implementation of insertion operation, where we add data at the end of the array −

### **Algorithm**

Let **Array** be a linear unordered array of **MAX** elements.

### **Example**

**Result**

Let **LA** be a Linear Array (unordered) with **N** elements and **K** is a positive integer such that **K<=N**. Following is the algorithm where ITEM is inserted into the Kth position of LA −

1. Start

2. Set J = N

3. Set N = N+1

4. Repeat steps 5 and 6 while J >= K

5. Set LA[J+1] = LA[J]

6. Set J = J-1

7. Set LA[K] = ITEM

8. Stop

### **Example**

Following is the implementation of the above algorithm −

#include<stdio.h>

main(){

intLA[]={1,3,5,7,8};

int item =10, k =3, n =5;

int i =0, j = n;

printf("The original array elements are :\n");

for(i =0; i<n; i++){

printf("LA[%d] = %d \n", i, LA[i]);

}

n = n +1;

while( j>= k){

LA[j+1]= LA[j];

j = j -1;

}

LA[k]= item;

printf("The array elements after insertion :\n");

for(i =0; i<n; i++){

printf("LA[%d] = %d \n", i, LA[i]);

}

}

When we compile and execute the above program, it produces the following result −

### **Output**

The original array elements are :

LA[0] = 1

LA[1] = 3

LA[2] = 5

LA[3] = 7

LA[4] = 8

The array elements after insertion :

LA[0] = 1

LA[1] = 3

LA[2] = 5

LA[3] = 10

LA[4] = 7

LA[5] = 8

For other variations of array insertion operation [click here](https://www.tutorialspoint.com/data_structures_algorithms/array_insertion_algorithm.htm)

## Deletion Operation

Deletion refers to removing an existing element from the array and re-organizing all elements of an array.

### **Algorithm**

Consider **LA** is a linear array with **N** elements and **K** is a positive integer such that **K<=N**. Following is the algorithm to delete an element available at the Kth position of LA.

1. Start

2. Set J = K

3. Repeat steps 4 and 5 while J < N

4. Set LA[J] = LA[J + 1]

5. Set J = J+1

6. Set N = N-1

7. Stop

**Example**

Following is the implementation of the above algorithm −

#include<stdio.h>

voidmain(){

intLA[]={1,3,5,7,8};

int k =3, n =5;

int i, j;

printf("The original array elements are :\n");

for(i =0; i<n; i++){

printf("LA[%d] = %d \n", i, LA[i]);

}

j = k;

while( j< n){

LA[j-1]= LA[j];

j = j +1;

}

n = n -1;

printf("The array elements after deletion :\n");

for(i =0; i<n; i++){

printf("LA[%d] = %d \n", i, LA[i]);

}

}

When we compile and execute the above program, it produces the following result −

### **Output**

The original array elements are :

LA[0] = 1

LA[1] = 3

LA[2] = 5

LA[3] = 7

LA[4] = 8

The array elements after deletion :

LA[0] = 1

LA[1] = 3

LA[2] = 7

LA[3] = 8

## Search Operation

You can perform a search for an array element based on its value or its index.

**Algorithm**

Consider **LA** is a linear array with **N** elements and **K** is a positive integer such that **K<=N**. Following is the algorithm to find an element with a value of ITEM using sequential search.

1. Start

2. Set J = 0

3. Repeat steps 4 and 5 while J < N

4. IF LA[J] is equal ITEM THEN GOTO STEP 6

5. Set J = J +1

6. PRINT J, ITEM

7. Stop

### **Example**

Following is the implementation of the above algorithm −

[Live Demo](http://tpcg.io/613FSK)

#include<stdio.h>

voidmain (){

intLA[]={1,3,5,7,8};

int item =5, n =5;

int i =0, j =0;

printf ("The original array elements are :\n");

for (i =0; i<n; i++){

printf("LA[%d] = %d \n", i, LA[i]);

}

while (j<n) {

if(LA[j]==item){

break;

}

j = j +1;

}

printf ("Found element %d at position %d\n", item, j+1);

}

When we compile and execute the above program, it produces the following result −

### **Output**

The original array elements are :

LA[0] = 1

LA[1] = 3

LA[2] = 5

LA[3] = 7

LA[4] = 8

Found element 5 at position 3

## Update Operation

Update operation refers to updating an existing element from the array at a given index.

**Algorithm**

Consider **LA** is a linear array with **N** elements and **K** is a positive integer such that **K<=N**. Following is the algorithm to update an element available at the Kth position of LA.

1. Start

2. Set LA[K-1] = ITEM

3. Stop

**Example**

Following is the implementation of the above algorithm

#include<stdio.h>

voidmain(){

intLA[]={1,3,5,7,8};

int k =3, n =5, item =10;

int i, j;

printf("The original array elements are :\n");

for(i =0; i<n; i++){

printf("LA[%d] = %d \n", i, LA[i]);

}

LA[k-1]= item;

printf("The array elements after updation :\n");

for(i =0; i<n; i++){

printf("LA[%d] = %d \n", i, LA[i]);

}

}

When we compile and execute the above program, it produces the following result –

**Output**

The original array elements are :

LA[0] = 1

LA[1] = 3

LA[2] = 5

LA[3] = 7

LA[4] = 8

The array elements after updation :

LA[0] = 1

LA[1] = 3

LA[2] = 10

LA[3] = 7

LA[4] = 8

**Sorting-**

Sorting refers to arranging data in a particular format. Sorting algorithm specifies the way to arrange data in a particular order. Most common orders are in numerical or lexicographical order.

The importance of sorting lies in the fact that data searching can be optimized to a very high level, if data is stored in a sorted manner. Sorting is also used to represent data in more readable formats. Following are some of the examples of sorting in real-life scenarios −

* **Telephone Directory** − The telephone directory stores the telephone numbers of people sorted by their names, so that the names can be searched easily.
* **Dictionary** − The dictionary stores words in an alphabetical order so that searching of any word becomes easy.

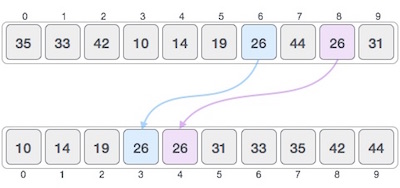
In-place Sorting and Not-in-place Sorting

Sorting algorithms may require some extra space for comparison and temporary storage of few data elements. These algorithms do not require any extra space and sorting is said to happen in-place, or for example, within the array itself. This is called **in-place sorting**. Bubble sort is an example of in-place sorting.

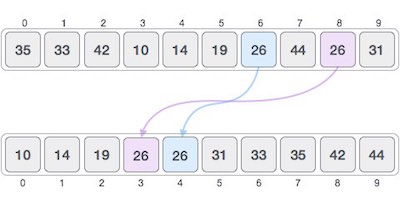
However, in some sorting algorithms, the program requires space which is more than or equal to the elements being sorted. Sorting which uses equal or more space is called **not-in-place sorting**. Merge-sort is an example of not-in-place sorting.

Stable and Not Stable Sorting

If a sorting algorithm, after sorting the contents, does not change the sequence of similar content in which they appear, it is called **stable sorting**.



If a sorting algorithm, after sorting the contents, changes the sequence of similar content in which they appear, it is called **unstable sorting**.



Stability of an algorithm matters when we wish to maintain the sequence of original elements, like in a tuple for example.

Bubble sort

Bubble sort is a simple sorting algorithm. This sorting algorithm is comparison-based algorithm in which each pair of adjacent elements is compared and the elements are swapped if they are not in order. This algorithm is not suitable for large data sets as its average and worst case complexity are of Ο(n2) where **n** is the number of items.

## How Bubble Sort Works?

We take an unsorted array for our example. Bubble sort takes Ο(n2) time so we're keeping it short and precise.

Bubble Sort

Bubble sort starts with very first two elements, comparing them to check which one is greater.

Bubble Sort

In this case, value 33 is greater than 14, so it is already in sorted locations. Next, we compare 33 with 27.

Bubble Sort

We find that 27 is smaller than 33 and these two values must be swapped.

Bubble Sort

The new array should look like this −

Bubble Sort

Next we compare 33 and 35. We find that both are in already sorted positions.

Bubble Sort

Then we move to the next two values, 35 and 10.

Bubble Sort

We know then that 10 is smaller 35. Hence they are not sorted.

Bubble Sort

We swap these values. We find that we have reached the end of the array. After one iteration, the array should look like this −

Bubble Sort

To be precise, we are now showing how an array should look like after each iteration. After the second iteration, it should look like this −

Bubble Sort

Notice that after each iteration, at least one value moves at the end.

Bubble Sort

And when there's no swap required, bubble sorts learns that an array is completely sorted.

Bubble Sort

Now we should look into some practical aspects of bubble sort.

## Algorithm

We assume **list** is an array of **n** elements. We further assume that **swap** function swaps the values of the given array elements.

beginBubbleSort(list)

for all elements of list

if list[i]> list[i+1]

swap(list[i], list[i+1])

endif

endfor

return list

endBubbleSort

## Pseudocode

We observe in algorithm that Bubble Sort compares each pair of array element unless the whole array is completely sorted in an ascending order. This may cause a few complexity issues like what if the array needs no more swapping as all the elements are already ascending.

To ease-out the issue, we use one flag variable **swapped** which will help us see if any swap has happened or not. If no swap has occurred, i.e. the array requires no more processing to be sorted, it will come out of the loop.

Pseudocode of BubbleSort algorithm can be written as follows −

procedure bubbleSort( list: array of items )

loop =list.count;

for i =0 to loop-1do:

swapped =false

for j =0 to loop-1do:

/\* compare the adjacent elements \*/

if list[j]> list[j+1]then

/\* swap them \*/

swap( list[j], list[j+1])

swapped =true

endif

endfor

/\*if no number was swapped that means

array is sorted now, break the loop.\*/

if(not swapped)then

break

endif

endfor

end procedure return list

**insertion sort**.

The lower part of an array is maintained to be sorted. An element which is to be 'insert'ed in this sorted sub-list, has to find its appropriate place and then it has to be inserted there. Hence the name, **insertion sort**.

## How Insertion Sort Works?

We take an unsorted array for our example.

Unsorted Array

Insertion sort compares the first two elements.

Insertion Sort

It finds that both 14 and 33 are already in ascending order. For now, 14 is in sorted sub-list.

Insertion Sort

Insertion sort moves ahead and compares 33 with 27.

Insertion Sort

And finds that 33 is not in the correct position.

Insertion Sort

It swaps 33 with 27. It also checks with all the elements of sorted sub-list. Here we see that the sorted sub-list has only one element 14, and 27 is greater than 14. Hence, the sorted sub-list remains sorted after swapping.

Insertion Sort

By now we have 14 and 27 in the sorted sub-list. Next, it compares 33 with 10.

Insertion Sort

These values are not in a sorted order.

Insertion Sort

So we swap them.

Insertion Sort

However, swapping makes 27 and 10 unsorted.

Insertion Sort

Hence, we swap them too.

Insertion Sort

Again we find 14 and 10 in an unsorted order.

Insertion Sort

We swap them again. By the end of third iteration, we have a sorted sub-list of 4 items.

Insertion Sort

This process goes on until all the unsorted values are covered in a sorted sub-list. Now we shall see some programming aspects of insertion sort.

### **Algorithm**

Now we have a bigger picture of how this sorting technique works, so we can derive simple steps by which we can achieve insertion sort.

**Step 1** − If it is the first element, it is already sorted. return 1;

**Step 2** − Pick next element

**Step 3** − Compare with all elements in the sorted sub-list

**Step 4** − Shift all the elements in the sorted sub-list that is greater than the

value to be sorted

**Step 5** − Insert the value

**Step 6** − Repeat until list is sorted

## Pseudocode

procedure insertionSort( A: array of items )

intholePosition

intvalueToInsert

for i =1 to length(A) inclusive do:

/\* select value to be inserted \*/

valueToInsert= A[i]

holePosition=i

/\*locate hole position for the element to be inserted \*/

whileholePosition>0and A[holePosition-1]>valueToInsertdo:

A[holePosition]= A[holePosition-1]

holePosition=holePosition-1

endwhile

/\* insert the number at hole position \*/

A[holePosition]=valueToInsert

endfor

end procedure

Selection sort is a simple sorting algorithm. This sorting algorithm is an in-place comparison-based algorithm in which the list is divided into two parts, the sorted part at the left end and the unsorted part at the right end. Initially, the sorted part is empty and the unsorted part is the entire list.

The smallest element is selected from the unsorted array and swapped with the leftmost element, and that element becomes a part of the sorted array. This process continues moving unsorted array boundary by one element to the right.

This algorithm is not suitable for large data sets as its average and worst case complexities are of Ο(n2), where **n** is the number of items.

## How Selection Sort Works?

Consider the following depicted array as an example.

Unsorted Array

For the first position in the sorted list, the whole list is scanned sequentially. The first position where 14 is stored presently, we search the whole list and find that 10 is the lowest value.

Selection Sort

So we replace 14 with 10. After one iteration 10, which happens to be the minimum value in the list, appears in the first position of the sorted list.

Selection Sort

For the second position, where 33 is residing, we start scanning the rest of the list in a linear manner.

Selection Sort

We find that 14 is the second lowest value in the list and it should appear at the second place. We swap these values.

Selection Sort

After two iterations, two least values are positioned at the beginning in a sorted manner.

Selection Sort

The same process is applied to the rest of the items in the array.

Following is a pictorial depiction of the entire sorting process −



Now, let us learn some programming aspects of selection sort.

**Algorithm**

**Step 1** − Set MIN to location 0

**Step 2** − Search the minimum element in the list

**Step 3** − Swap with value at location MIN

**Step 4** − Increment MIN to point to next element

**Step 5** − Repeat until list is sorted

**Pseudocode**

procedure selection sort

list : array of items

n : size of list

for i =1 to n -1

/\* set current element as minimum\*/

min = i

/\* check the element to be minimum \*/

for j = i+1 to n

if list[j]< list[min]then

min = j;

endif

endfor

/\* swap the minimum element with the current element\*/

ifindexMin!= i then

swap list[min]and list[i]

endif

endfor

end procedure

Merge sort is a sorting technique based on divide and conquer technique. With worst-case time complexity being Ο(n log n), it is one of the most respected algorithms.

Merge sort first divides the array into equal halves and then combines them in a sorted manner.

## How Merge Sort Works?

To understand merge sort, we take an unsorted array as the following −

Unsorted Array

We know that merge sort first divides the whole array iteratively into equal halves unless the atomic values are achieved. We see here that an array of 8 items is divided into two arrays of size 4.

Merge Sort Division

This does not change the sequence of appearance of items in the original. Now we divide these two arrays into halves.

Merge Sort Division

We further divide these arrays and we achieve atomic value which can no more be divided.

Merge Sort Division

Now, we combine them in exactly the same manner as they were broken down. Please note the color codes given to these lists.

We first compare the element for each list and then combine them into another list in a sorted manner. We see that 14 and 33 are in sorted positions. We compare 27 and 10 and in the target list of 2 values we put 10 first, followed by 27. We change the order of 19 and 35 whereas 42 and 44 are placed sequentially.

Merge Sort Combine

In the next iteration of the combining phase, we compare lists of two data values, and merge them into a list of found data values placing all in a sorted order.

Merge Sort Combine

After the final merging, the list should look like this −

Merge Sort

Now we should learn some programming aspects of merge sorting.

**Algorithm**

Merge sort keeps on dividing the list into equal halves until it can no more be divided. By definition, if it is only one element in the list, it is sorted. Then, merge sort combines the smaller sorted lists keeping the new list sorted too.

**Step 1** − if it is only one element in the list it is already sorted, return.

**Step 2** − divide the list recursively into two halves until it can no more be divided.

**Step 3** − merge the smaller lists into new list in sorted order.

### **Pseudocode**

We shall now see the pseudocodes for merge sort functions. As our algorithms point out two main functions − divide & merge.

Merge sort works with recursion and we shall see our implementation in the same way.

procedure mergesort(var a as array )

if( n==1)return a

var l1 as array =a[0]... a[n/2]

var l2 as array = a[n/2+1]... a[n]

l1 =mergesort( l1 )

l2 =mergesort( l2 )

returnmerge( l1, l2 )

end procedure

procedure merge(var a as array,var b as array )

var c as array

while( aand b have elements )

if( a[0]> b[0])

addb[0] to the endof c

removeb[0]from b

else

adda[0] to the endof c

removea[0]from a

endif

endwhile

while( a has elements )

adda[0] to the endof c

removea[0]from a

endwhile

while( b has elements )

addb[0] to the endof c

removeb[0]from b

endwhile

return c

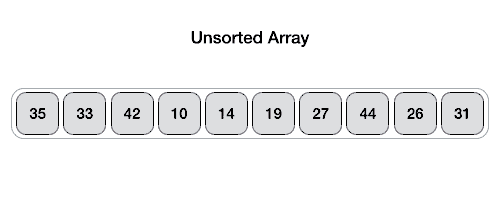
end procedure

Quick sort is a highly efficient sorting algorithm and is based on partitioning of array of data into smaller arrays. A large array is partitioned into two arrays one of which holds values smaller than the specified value, say pivot, based on which the partition is made and another array holds values greater than the pivot value.

Quick sort partitions an array and then calls itself recursively twice to sort the two resulting subarrays. This algorithm is quite efficient for large-sized data sets as its average and worst case complexity are of Ο(n2), where **n** is the number of items.

## Partition in Quick Sort

Following animated representation explains how to find the pivot value in an array.



The pivot value divides the list into two parts. And recursively, we find the pivot for each sub-lists until all lists contains only one element.

## Quick Sort Pivot Algorithm

Based on our understanding of partitioning in quick sort, we will now try to write an algorithm for it, which is as follows.

**Step 1** − Choose the highest index value has pivot

**Step 2** − Take two variables to point left and right of the list excluding pivot

**Step 3** − left points to the low index

**Step 4** − right points to the high

**Step 5** − while value at left is less than pivot move right

**Step 6** − while value at right is greater than pivot move left

**Step 7** − if both step 5 and step 6 does not match swap left and right

**Step 8** − if left ≥ right, the point where they met is new pivot

## Quick Sort Pivot Pseudocode

The pseudocode for the above algorithm can be derived as −

functionpartitionFunc(left, right, pivot)

leftPointer= left

rightPointer= right -1

whileTruedo

while A[++leftPointer]< pivot do

//do-nothing

endwhile

whilerightPointer>0&& A[--rightPointer]> pivot do

//do-nothing

endwhile

ifleftPointer>=rightPointer

break

else

swap leftPointer,rightPointer

endif

endwhile

swap leftPointer,right

returnleftPointer

endfunction

## Quick Sort Algorithm

Using pivot algorithm recursively, we end up with smaller possible partitions. Each partition is then processed for quick sort. We define recursive algorithm for quicksort as follows −

**Step 1** − Make the right-most index value pivot

**Step 2** − partition the array using pivot value

**Step 3** − quicksort left partition recursively

**Step 4** − quicksort right partition recursively

## Quick Sort Pseudocode

To get more into it, let see the pseudocode for quick sort algorithm −

procedure quickSort(left, right)

if right-left <=0

return

else

pivot = A[right]

partition =partitionFunc(left, right, pivot)

quickSort(left,partition-1)

quickSort(partition+1,right)

endif

end procedure