

**Kathmandu University**  
**Department of Computer Science and Engineering**  
**Dhulikhel, Kavre**



**Lab report -2**  
**Merge and Quick Sorting**  
**[COMP 314]**

**Submitted by:**

Soniya Sharma

Group: CE(III/II)

Roll no.: 47

**Submitted to:**

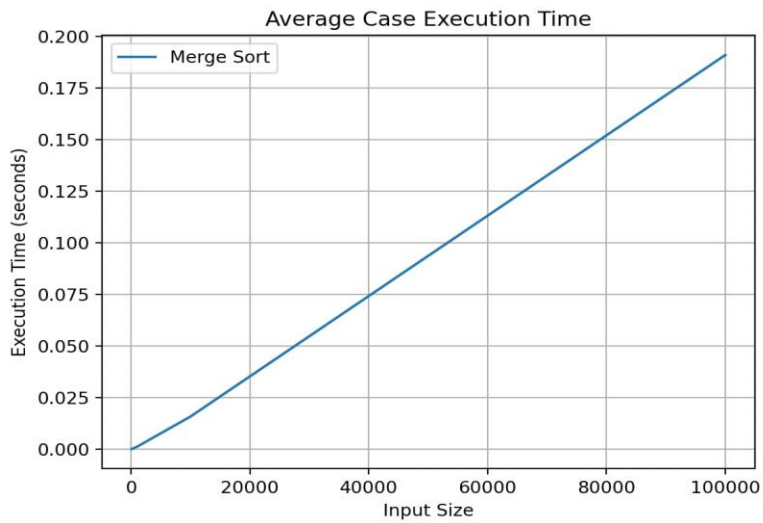
**Dr. Rajani Chulyadyo**

**Department of Computer Science and Engineering**

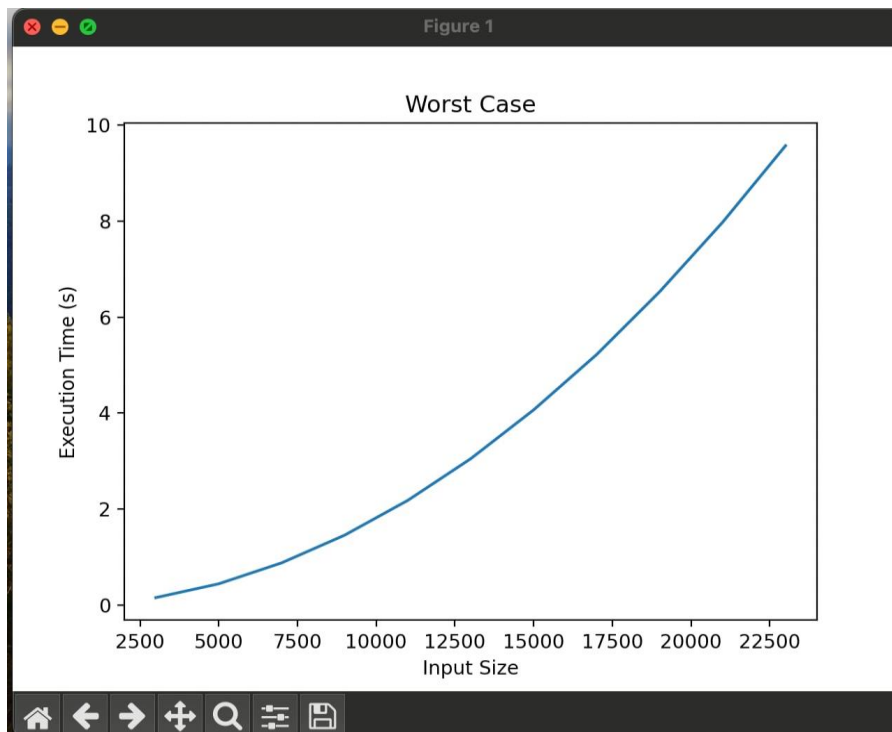
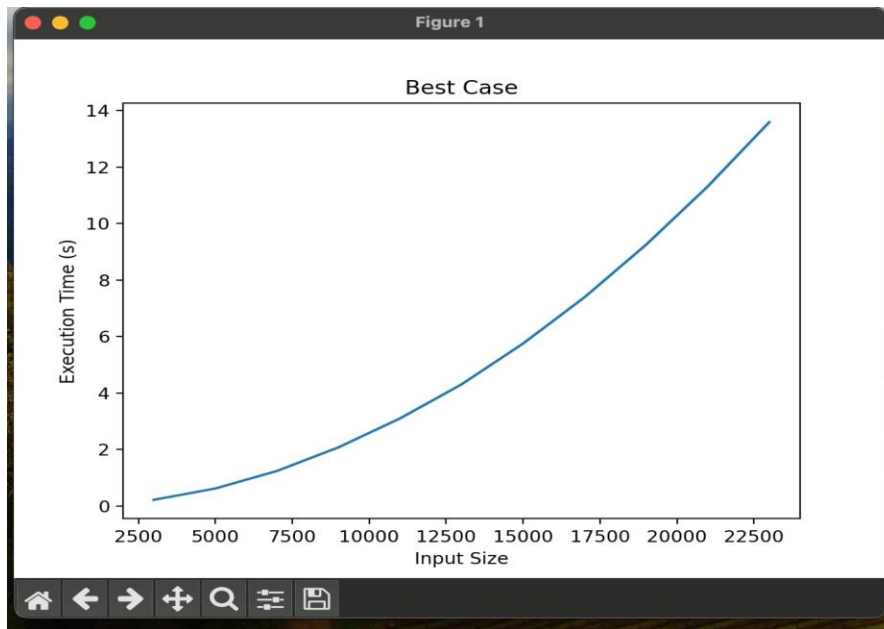
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## Merge Sort graph for best, average and worst case :

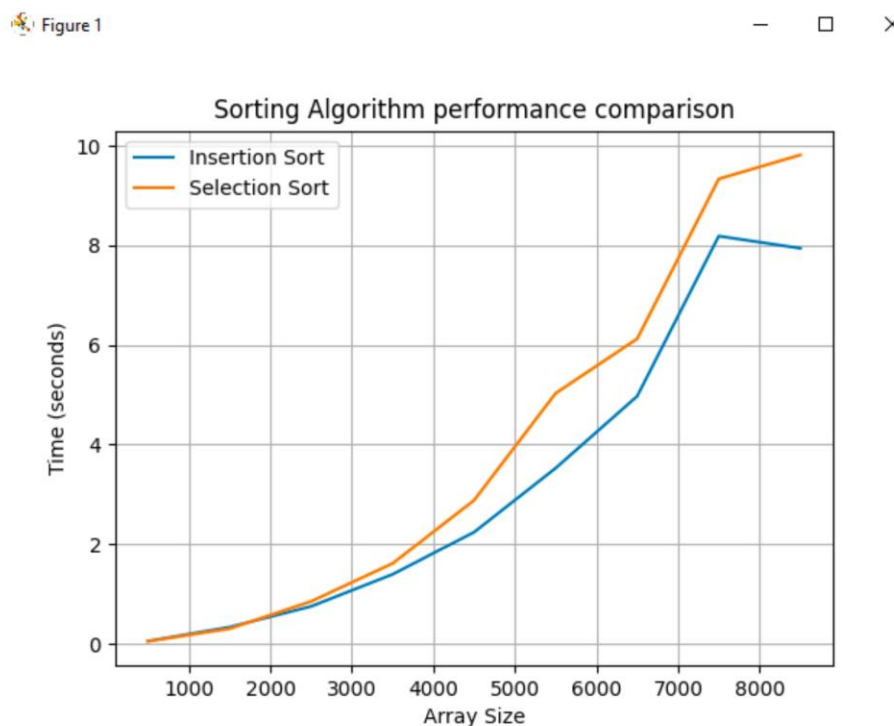


## Quick Sort graph for best and worst case :



## Merge Sort Vs Quick Sort vs Lab1:

Comparison with result from Lab1:



In this lab, we implemented and compared two essential sorting algorithms: Quicksort and Merge Sort. Merge Sort, with a consistent time complexity of  $O(n \log n)$ , splits arrays into halves, recursively sorts, and merges them, providing stable performance regardless of input size. Quicksort, also averaging  $O(n \log n)$ , partitions arrays around a pivot but can degrade to  $O(n^2)$  in worst-case scenarios. We tested both algorithms on random inputs of varying sizes, measuring execution times to analyze best and worst cases. The results, plotted on a graph, showed Merge Sort's stable performance and Quicksort's faster average performance but potential for poor worst-case efficiency. Compared to Insertion Sort and Selection Sort from Lab 1, both of which have  $O(n^2)$  time complexities, Quicksort and Merge Sort exhibited significantly superior efficiency. Overall, Quicksort's average efficiency makes it preferred for many applications, while Merge Sort is reliable for ensuring consistent worst-case performance.

	<b>Best case</b>	<b>Worst case</b>	<b>Average case</b>
<b>Insertion sort</b>	$O(n)$	$O(n^2)$	$O(n^2)$
<b>Selection sort</b>	$O(n^2)$	$O(n^2)$	$O(n^2)$
<b>Merge sort</b>	$O(n \log n)$	$O(n \log n)$	$O(n \log n)$
<b>Quick sort</b>	$O(n \log n)$	$O(n^2)$	$O(n \log n)$

## **Conclusion :**

Quicksort and Merge Sort, both with  $O(n \log n)$  average complexities, are significantly more efficient for large datasets compared to Insertion Sort and Selection Sort  $O(n^2)$ . While Quicksort is faster on average, Merge Sort guarantees better performance in the worst case.