

# **DESIGN AND ANALYSIS OF ALGORITHMS**

## **LAB WORKBOOK WEEK – 4**

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# Sorting Techniques

**Merge Sort**

**Code:**

```
//CH.SC.U4CSE24126
```

```
#include <stdio.h>
```

```
void merge(int arr[], int l, int m, int r) {  
    int i = l, j = m + 1, k = 0;  
    int temp[r - l + 1];  
  
    while (i <= m && j <= r) {  
        if (arr[i] <= arr[j])  
            temp[k++] = arr[i++];  
        else  
            temp[k++] = arr[j++];  
    }  
  
    while (i <= m)  
        temp[k++] = arr[i++];  
  
    while (j <= r)  
        temp[k++] = arr[j++];  
  
    for (i = l, k = 0; i <= r; i++, k++)  
        arr[i] = temp[k];  
}
```

```
void mergeSort(int arr[], int l, int r) {
    if (l < r) {
        int m = (l + r) / 2;
        mergeSort(arr, l, m);
        mergeSort(arr, m + 1, r);
        merge(arr, l, m, r);
    }
}

int main() {
    int n;
    printf("Enter number of elements: ");
    scanf("%d", &n);

    int arr[n];
    printf("Enter elements:\n");
    for (int i = 0; i < n; i++)
        scanf("%d", &arr[i]);

    mergeSort(arr, 0, n - 1);

    printf("Sorted array:\n");
    for (int i = 0; i < n; i++)

    return 0;
}
```

**Output:**

```
Enter number of elements: 12
Enter elements:
157 110 147 122 111 149 151 141 143 112 117 133
Sorted array:
110 111 112 117 122 133 141 143 147 149 151 157
```

### **Time Complexity**

The array is divided  $\log n$  times.

At each level, merging takes  $n$  steps.

So, the total work is  $n \times \log n$ .

Hence, the time complexity is  $O(n \log n)$ .

### **Space Complexity**

An extra array of size  $n$  is required.

The space used grows with the input size.

Therefore, the space complexity is  $O(n)$ .

### **Quick Sort:**

**Code:**

```
//CH.SC.U4CSE24126
#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) {
            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 p = partition(arr, low, high);  
        quickSort(arr, low, p - 1);  
        quickSort(arr, p + 1, high);  
    }  
}
```

```
int main() {  
    int n;  
    printf("Enter number of elements: ");  
    scanf("%d", &n);
```

```
    int arr[n];  
    printf("Enter elements:\n");  
    for (int i = 0; i < n; i++)  
        scanf("%d", &arr[i]);
```

```
    quickSort(arr, 0, n - 1);
```

```
    printf("Sorted array:\n");  
    for (int i = 0; i < n; i++)  
        printf("%d ", arr[i]);
```

```
    return 0;
```

```
}
```

## Output:

```
Enter number of elements: 12
Enter elements:
157 110 147 122 111 149 151 141 143 112 117 133
Sorted array:
110 111 112 117 122 133 141 143 147 149 151 157
```

## Time Complexity

The number of recursive calls depends on the pivot choice.  
Each call performs a partition over  $n$  elements.  
In the worst case, the total work is  $n \times n$ .  
So, the time complexity is  **$O(n^2)$** .

## Space Complexity

Extra space is used because of recursion.  
The space required depends on the recursion depth.  
Thus, the space complexity is  **$O(\log n)$** .



