Quick sort

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#include <stdio.h>
#define size 8 // Define the correct size based on the number of elements
int a[size] = {40, 20, 70, 14, 60, 61, 97, 30}; // Initialize array correctly
void quick(int a[], int I, int r)
{
  int i, j, t, p;
  if (I < r)
     p = I;
     i = I;
     j = r;
     while (i < j)
        while (a[i] < a[p])
           j++;
        while (a[j] > a[p])
           j--;
        if (i < j)
           t = a[i];
           a[i] = a[j];
           a[j] = t;
        }
     }
     t = a[p];
     a[p] = a[j];
     a[j] = t;
     quick(a, I, j - 1);
     quick(a, j + 1, r);
  }
}
int main()
{
```

```
quick(a, 0, size - 1);
  printf("Sorted array: ");
  for (int i = 0; i < size; i++)
  {
     printf("%d ", a[i]);
  printf("\n");
  return 0;
}
Merge sort
#include <stdio.h>
#define SIZE 7
int arr[SIZE] = {99, 0, 12, 58, 69, 77, 2};
void mer(int arr[], int left, int centre, int right) {
  int n1 = centre - left + 1;
  int n2 = right - centre;
  int a[n1], b[n2];
  for (int i = 0; i < n1; i++)
     a[i] = arr[left + i];
  for (int j = 0; j < n2; j++)
     b[j] = arr[centre + 1 + j];
  int aptr = 0, bptr = 0, cptr = left;
  while (aptr < n1 \&\& bptr < n2) {
     if (a[aptr] <= b[bptr]) {
        arr[cptr] = a[aptr];
        aptr++;
     } else {
        arr[cptr] = b[bptr];
        bptr++;
     }
     cptr++;
  }
```

```
while (aptr < n1) {
     arr[cptr] = a[aptr];
     aptr++;
     cptr++;
  }
  while (bptr < n2) {
     arr[cptr] = b[bptr];
     bptr++;
     cptr++;
  }
}
void merge(int arr[], int left, int right) {
   if (left < right) {
     int centre = (left+right) / 2;
     merge(arr, left, centre);
     merge(arr, centre + 1, right);
     mer(arr, left, centre, right);
  }
}
int main() {
  merge(arr, 0, SIZE - 1);
  for (int i = 0; i < SIZE; i++) {
     printf("%d ", arr[i]);
  }
   return 0;
}
```