Assignment 2

Due Date: 24-March-2020 (11:55 pm) (Tuesday)

Assignment Submission

Roll No: _______
Section: ______
Name: _____

Member: 3 Algorithms performed (Blue):

Roll No: _______
Section: ______
Name: _____

All sections will submit the assignment on Google classroom if your section has otherwise submit this assignment on the SLATE before the deadline.

Anyone submits plagiarized assignment will get zero marks

ved.

Question 1. Design and implement a menu-based software to sort the roll numbers. Program will prompt the user to select unsorted text file containing roll numbers, then program will prompt the user to select the sorting technique to apply, after that new file containing sorted roll numbers must be displayed and saved. You are only allowed to use only C++ language. Bonus marks for GUI implementation.

Following listed algorithms must be implemented.

- 1. Insertion sort
- 2. Bubble sort
- 3. Selection sort
- 4. Merge sort
- 5. Quick sort
- 6. Heap sort
- 7. Count sort
- 8. Radix sort
- 9. Bucket sort

Menu design:

Welcome to FASTSORT

Please use numbers to operate.

Press 1 to select file: 1

Press 0 to exit: 0

After press 1:

File should be selected by user input.

After successful file selection, display the file contents too.

Sorting technique menu shall be displayed after successful file upload.

Sorting Techniques Menu Select from the Following Sorting Techniques

Insertion sort: 1 Bubble sort: 2 **Selection sort: 3** Merge sort: Quick sort: 5 Heap sort: 6 Count sort: 7 8 Radix sort: 9 **Bucket sort:** 0 Exit:

Selected Sorting technique: []

After performing sorting techniques Save and Display the sorted file and prompt the user for using software again or not.

Question 2. Do Asymptotic Analysis and running time comparison of sorting algorithms and fill the following table.

S.No	Techniques	Running time (code execution)	Asymptotic Time (Worst)
1	Insertion sort		
2	Bubble sort		
3	Selection sort		
4	Merge sort		
5	Quick sort		
6	Heap sort		
7	Count sort		
8	Radix sort		
9	Bucket sort		