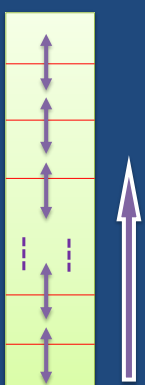


Bubble Sort



In every iteration heaviest element drops at the bottom.

The bottom moves upward.

Example

Pass -1

x: 3 12 -5 6 72 21 -7 45

x: 3 12 -5 6 72 21 -7 45

x: 3 -5 12 6 72 21 -7 45

x: 3 -5 6 12 72 21 -7 45

x: 3 -5 6 12 72 21 -7 45

x: 3 -5 6 12 21 72 -7 45

x: 3 -5 6 12 21 -7 72 45

x: 3 -5 6 12 21 -7 45 72

Bubble Sort

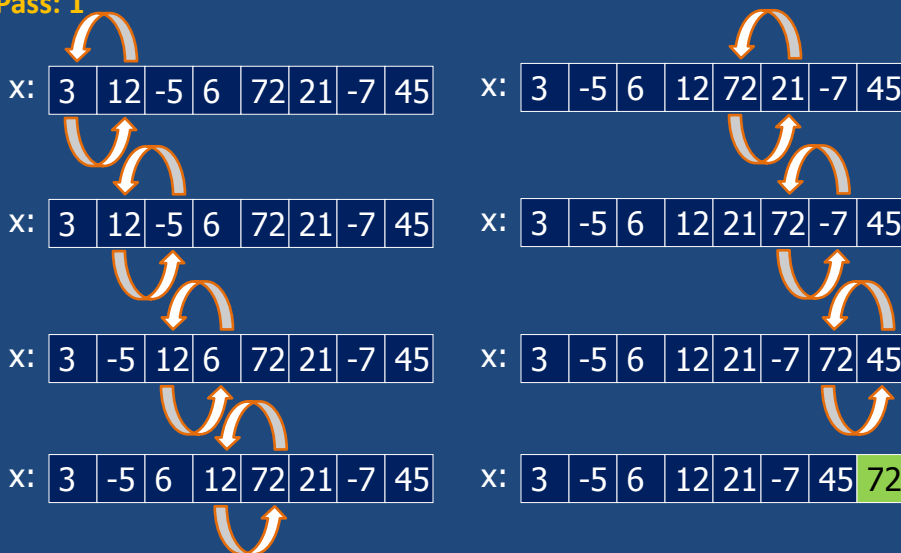
```

int pass,j,a[100],temp;
/* read number of elements as n and elements as a[] */
for(pass=0; pass<n; pass++) {
    for(j=0; j<n-1; j++) {
        if(a[j]>a[j+1]) {
            temp = a[j+1];
            a[j+1] = a[j];
            a[j] = temp;
        }
    }
}
/* print sorted list of elements */

```

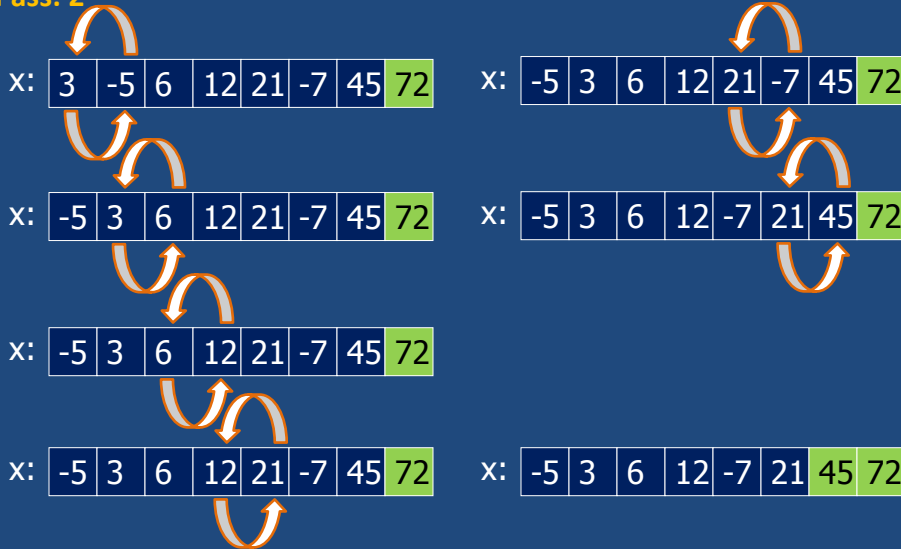
Example

Pass: 1



Example

Pass: 2



Time Complexity

- Number of comparisons :

- Worst Case?

$$1+2+3+ \dots + (n-1) = n(n-1)/2$$

- Best Case?

Same

How do you make best case with $(n-1)$ comparisons only?

Bubble Sort

```
int pass,j,a[100],temp,swapflag;
/* read number of elements as n and elements as a[] */
for(pass=0; pass<n; pass++) {
    swapflag=0;
    for(j=0; j<n-1; j++) {
        if(a[j]>a[j+1]) {
            temp = a[j+1];
            a[j+1] = a[j];
            a[j] = temp;
            swapflag=1;
        }
    }
    if(swapflag==0)
        break;
}
/* print sorted list of elements */
```

Can we improve the sorting time?

Basis of efficient sorting algorithms

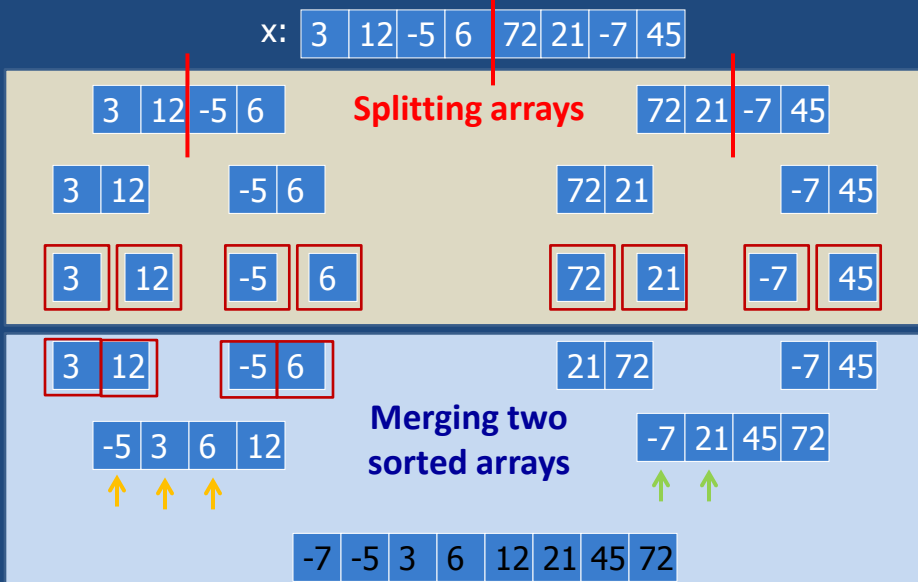
- Two of the most popular sorting algorithms are based on divide-and-conquer approach.
 - Quick sort
 - Merge sort

- Basic concept:

```
sort (list)
{
  if the list has length greater than 1
  {
    Partition the list into lowlist and highlist;
    sort (lowlist);
    sort (highlist);
    combine (lowlist, highlist);
  }
}
```

Merge Sort

Example



Merge Sort C program

```
#include<stdio.h>
void mergesort(int a[],int i,int j);
void merge(int a[],int i1,int j1,int i2,int j2);

int main()
{
    int a[30],n,i;
    printf("Enter no of elements:");
    scanf("%d",&n);
    printf("Enter array elements:");

    for(i=0;i<n;i++)
        scanf("%d",&a[i]);

    mergesort(a,0,n-1);

    printf("\nSorted array is :");
    for(i=0;i<n;i++)
        printf("%d ",a[i]);

    return 0;
}
```

```
void mergesort(int a[],int i,int j)
{
    int mid;

    if(i<j) {
        mid=(i+j)/2;
        /* left recursion */
        mergesort(a,i,mid);
        /* right recursion */
        mergesort(a,mid+1,j);
        /* merging of two sorted sub-arrays */
        merge(a,i,mid,mid+1,j);
    }
}
```

Merge Sort C program

```

void merge(int a[],int i1,int j1,int i2,int j2)
{
    int temp[50]; //array used for merging
    int i=i1,j=i2,k=0;

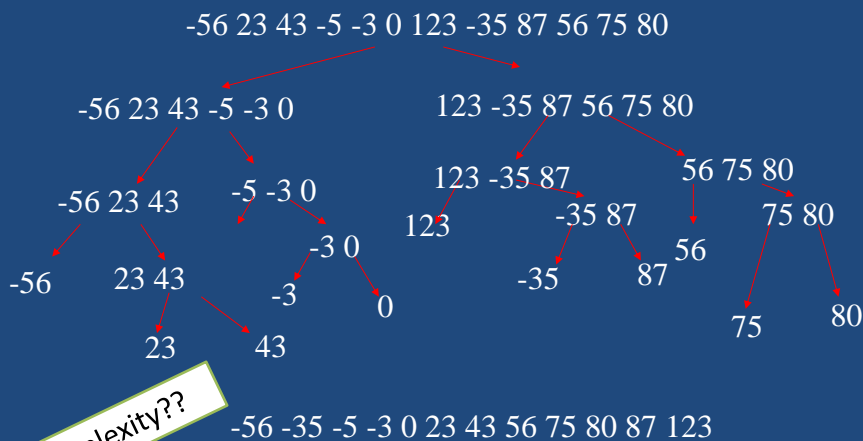
    while(i<=j1 && j<=j2) //while elements in both lists
    {
        if(a[i]<a[j])
            temp[k++]=a[i++];
        else
            temp[k++]=a[j++];
    }

    while(i<=j1) //copy remaining elements of the first list
        temp[k++]=a[i++];

    while(j<=j2) //copy remaining elements of the second list
        temp[k++]=a[j++];

    for(i=i1,j=0;i<=j2;i++,j++)
        a[i]=temp[j]; //Transfer elements from temp[] back to a[]
}
    
```

Splitting Trace



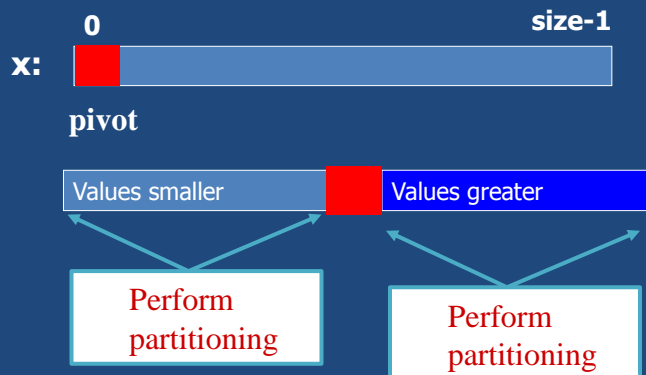
Space Complexity??

Worst Case: $O(n \cdot \log(n))$

Quicksort

- At every step, we select a *pivot element* in the list (usually the first element).
 - We put the pivot element in the final position of the sorted list.
 - All the elements less than or equal to the pivot element are to the left.
 - All the elements greater than the pivot element are to the right.

Partitioning



Quick Sort program

```

#include <stdio.h>
void quickSort( int[], int, int);
int partition( int[], int, int);
void main()
{
    int i,a[] = { 7, 12, 1, -2, 0, 15, 4, 11, 9};
    printf("\n\nUnsorted array is: ");
    for(i = 0; i < 9; ++i)
        printf(" %d ", a[i]);
    quickSort( a, 0, 8);
    printf("\n\nSorted array is: ");
    for(i = 0; i < 9; ++i)
        printf(" %d ", a[i]);
}
void quickSort( int a[], int l, int r)
{
    int j;
    if( l < r ) { // divide and conquer
        j = partition( a, l, r);
        quickSort( a, l, j-1);
        quickSort( a, j+1, r);
    }
}

int partition( int a[], int l, int r)
{
    int pivot, i, j, t;
    pivot = a[l];
    i = l;
    j = r+1;
    while( 1 ) {
        do {
            ++i;
        } while(a[i]<=pivot && i<=r);
        do {
            --j;
        } while( a[j] > pivot );
        if( i >= j ) break;
        t = a[i];
        a[i] = a[j];
        a[j] = t;
    }
    t = a[l];
    a[l] = a[j];
    a[j] = t;
    return j;
}

```

Trace of Partitioning

Input: 45 -56 78 90 -3 -6 123 0 -3 45 69 68

45 -56 78 90 -3 -6 123 0 -3 45 69 68

-6	-56	-3	0	-3	45	123	90	78	45	69	68
-56	-6	-3	0	-3	68	90	78	45	69	123	
		-3	0	-3	45	68	78	90	69		
			-3	0	69	78	90				

Output: -56 -6 -3 -3 0 45 45 68 69 78 90 123

Time Complexity

- Partitioning with n elements.
 - No. of comparisons: $n-1$

Choice of pivot element affects the time complexity.
- Worst Case Performance:

$$(n-1)+(n-2)+(n-3)+\dots+1 = n(n-1)/2$$
- Best Case performance:

$$(n-1)+2((n-1)/2-1)+4(((n-1)/2-1)-1)/2-1 \dots k \text{ steps}$$

= $O(n \cdot \log(n))$

$$2^k = n$$

Exercise

- Implement non-recursive version of quick sort and merge sort.

Multi-file programs

Example 1

- Determine the value of x which causes the function

$$y = x \cos(x)$$

to be maximized within a specified interval.

```

/* find the maximum of a function within a specified interval */
#include <stdio.h>
double a,b,xl,yl,xr,yr,cnst=0.0001; /* external variable declaration */
extern void reduce(void); /* external function prototype */
extern double curve(double xl); /* external function prototype */
int main()
{
    double xmax, ymax;
    printf("\na= ");
    scanf("%lf",&a);
    printf("\nb= ");
    scanf("%lf",&b);
    do
        reduce();
    while((yl!=yr) && ((b-a)>3*cnst));
    xmax=0.5*(xl+xr);
    ymax=curve(xmax);
    printf("\nxmax= %8.6lf ymax= %8.6lf\n",xmax,ymax);
}

```

mainFile.c

```

extern double a,b,xl,yl,xr,yr,cnst;
extern double curve(double xl);

extern void reduce(void)
{
    xl=a+0.5*(b-a-cnst);
    xr=xl+cnst;
    yl=curve(xl);
    yr=curve(xr);
    if(yl>yr) {
        b=xr;
        return;
    }
    if(yl<yr)
        a=xl;
    return;
}

```

intReduce.c

```

#include <math.h>

extern double curve(double x)
{
    return (x*cos(x));
}

```

evalFunc.c

Example 1 – Compile and Execute

```
$ cc -c -Wall mainFile.c intReduce.c evalFunc.c  
$ cc mainFile.o intReduce.o evalFunc.o -lm  
$ ./a.out
```

```
a= 0
```

```
b= 3.141593
```

```
xmax= 0.860394  ymax= 0.561096
```

Example -2

Write a complete C program that will read N (to be read from the user) number of integers and sort them. User will input his/her choice of sorting technique from a pool of Selection/Insertion/Bubble sort. Each sorting technique will be implemented as separate function. User choice will pick right sorting function using switch-case statement.

Example -2

```

#include <stdio.h>
#define SIZE 100

void selSort(int a[],int n);
void insSort(int a[],int n);
void bubbleSort(int a[],int n);

int main()
{
    char choice;
    int k,x[SIZE],size;

    do {
        printf("Enter the number of elements: ");
        scanf("%d",&size);
        printf("Enter the elements: ");
        for(k=0;k<size;k++)
            scanf("%d",&x[k]);
        printf("Sorting method [l/S/B]: ");
        getchar();
        choice=getchar();

        switch(choice) {
            case 'l':
            case 'i': insSort(x,size);
                    break;
            case 'S':
            case 's': selSort(x,size);
                    break;
            case 'B':
            case 'b': bubbleSort(x,size);
                    break;
            default: printf("No Sorting");
        }

        for(k=0;k<size;k++)
            printf("%d ",x[k]);
        printf("\nContinue [Y/N]: ");
        getchar();
        choice=getchar();
    } while(choice=='Y' || choice=='y');
    return 0;
}

```

mainfile.c

```

void bubbleSort(int a[],int n)
{
    int pass,j,temp,swapflag;

    for(pass=0; pass<n; pass++) {
        swapflag=0;
        for(j=0; j<n-1; j++) {
            if(a[j]>a[j+1]) {
                temp = a[j+1];
                a[j+1] = a[j];
                a[j] = temp;
                swapflag=1;
            }
        }
        if(swapflag==0)
            break;
    }
}

```

bubble.c

```

void selSort(int x[],int size)
{
    int k,j,pos,temp;

    for (k=0; k<size-1; k++) {
        pos = k;
        for (j=k+1; j<size; j++) {
            if (x[j] < x[pos]) {
                pos = j;
            }
        }
        temp = x[k];
        x[k] = x[pos];
        x[pos] = temp;
    }
}

```

selection.c

```

void insSort(int x[],int size)
{
    int i,j,temp;
    for (i=1; i<size; i++) {
        temp = x[i];
        for (j=i-1; (j>=0)&& (x[j] > temp); j--)
            x[j+1] = x[j];
        x[j+1] = temp;
    }
}

```

insertion.c

EXAMPLE PROBLEMS

Problem 1

Write a C program to print a Geometric Progression (GP) series and its sum till N terms.

Expression for a GP Series:
$$\sum_{k=0}^{n-1} (ar^k) = a \left(\frac{1-r^n}{1-r} \right)$$

where, a is the first term
r is the common ratio
n is the number of terms

Problem 2

Write a C program to generate a FLOYD's triangle.

```
1
2 3
4 5 6
7 8 9 10
11 13 14 15
16 17 18 19 20 21
```

Problem 3

Write a C program to check whether a number is a strong number or not.

What is a strong number ?

A number whose sum of the factorial of its digit is equal to the number itself.

Example: $145 = 1! + 4! + 5! = 1 + 24 + 120 = 145$ is a strong number.

Problem 4

Write a C program to arrange elements in an array in ascending order.

Problem 5

Write a C program to reverse a string (array of characters) without using any extra array.

Problem 6

Write a C program to concatenate two strings without using library function.