// Pre-condition: low and high are value indices into numbers.

// Post-condition: The values in numbers will be sorted in between

// indices low and high

**void quicksort(int\* numbers, int low, int high) {**

// Only have to sort if we are sorting more than one number

if (low < high) {

int split = partition(numbers,low,high);

quicksort(\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_);

quicksort(\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_);

}

}

// Swaps the values pointed to by a and b.

**void swap(int \*a, int \*b) {**

int temp = \*a;

\*a = \*b;

\*b = temp;

}

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **8**  vals | **3** | **6** | **9** | **2** | **4** | **1** | **0** | **7** | **5** |

If we call quicksort(vals, 0, 9) (assume 6 is the partition element) fill in split and what the following recursive calls would contain:

split = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

quicksort(\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_)

quicksort(\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_)

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **8**  vals | **3** | **6** | **9** | **2** | **4** | **1** | **0** | **7** | **5** |

Assume the 1st time partition is called, i = 2. Show the contents of vals after each iteration of the while loop:

After 1st Loop:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |

After 2nd Loop:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |

After 3rd Loop:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |

After putting partition in the right spot:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |

// Returns the partition index such that all the values stored in vals from low // to partition are < partition & all the vals from partition to high are > .

**int partition(int\* vals, int low, int high) {**

int temp;

int i, lowpos;

if (low == high) return low; // A base case that should never really occur.

// Pick a random partition element and swap it into index low.

i = low + rand()%(high-low+1);

temp = vals[i];

vals[i] = vals[low];

vals[low] = temp;

lowpos = low; // Store the index of the partition element.

low++; // Update our low pointer.

while (low <= high) {

// Move the low pointer until we find a value too large for this side.

while (\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_) low++;

// Move high until we find a value too small for this side.

while (\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_) high--;

if (low < high) // Swap the two values that were on the wrong side.

swap(&vals[low], &vals[high]);

}

swap(&vals[lowpos], &vals[high]); // Swap partition into right spot.

return high; // Return the index of the partition element.

}