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#ifdef _ALL_H_
#define _ALL_H_

#define RAND_MAX 250
#include <vector>
#include <time.h>
#include <iostream>
#include <fstream>
using namespace std;

void selection(vector<char> & array);
int min(const vector<char> & array, int start);

void insertion(vector<char> & array);

void heap(vector<char> & array);
void add(vector<char> & array, char a);
char del(vector<char> & array);

void mergesort(vector<char> & array, int begin, int end);
void merge(vector<char> & array, int begin, int mid, int end);

void qsort(vector<char> & array, int begin, int end);
int partition(vector<char> & array, int begin, int end);

void rqsrt(vector<char> & array, int begin, int end);

class Except{
};

#endif
-----
#include "all.h"

void main(){
    ofstream output;
    output.open("select.xls", ios_base::app);

    for(int mycount = 1; mycount < 10; mycount++){
        {
            int number = 1000 * mycount;

            srand(1984);

            vector<char> * array = new vector<char>;

            for(int counter = 0; counter < number; counter++){
                array->push_back(rand());

                clock_t begintime = clock();
                if(begintime == clock_t(-1))
                    throw Except();

                selection(*array);

                clock_t endtime = clock();
                if(endtime == clock_t(-1))
                    throw Except();

                output << number << '\t' << double(endtime - begintime) << endl;

                delete array;
            }
            output.close();
        }
    }
    -----
    #include "all.h"

    void heap(vector<char> & array)
    {
        vector<char> tmp;
        int end = array.size();
    }

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        for(int count = 0; count < end; count++){
            add(tmp, array[count]);
        }

        int b0 = tmp[0], b1 = tmp[1], b2 = tmp[2], b3 = tmp[3], b4 = tmp[4];

        array.resize(0);

        for(count = 0; count < end; count++){
            array.push_back(del(tmp));
        }

        int a0 = array[0], a1 = array[1], a2 = array[2], a3 = array[3], a4 = array[4];
    }

    void add(vector<char> & array, char a)
    {
        array.push_back(a);
        int isbig = array.size() - 1;

        if (isbig == 0)
            return;

        while(isbig != 0 && array[isbig] < array[(isbig - 1) / 2])
        {
            swap(array[isbig], array[(isbig - 1) / 2]);
            isbig--;
            isbig/=2;
        }
    }

    char del(vector<char> & array)
    {
        int end = array.size() - 1;
        int last = array[end];
        int retval = array[0];
        array.pop_back();

        if(end == 0)
            return retval;

        array[0] = last;
        int a = array[0];
        a = array.size();

        int where = 0;

        while((2 * where + 1 <= end - 1 && array[where] > array[2 * where + 1])
            || (2 * where + 2 <= end - 1 && array[where] > array[2 * where + 2]))
        {
            if(array[where] > array[2 * where + 1])
            {
                if(2 * where + 2 <= end - 1 && array[where] > array[2 * where + 2])
                {
                    if(array[2 * where + 2] < array[2 * where + 1])
                    {
                        swap(array[where], array[2 * where + 2]);
                        where *= 2;
                        where += 2;
                    }
                    else
                    {
                        swap(array[where], array[2 * where + 1]);
                        where *= 2;
                        where++;
                    }
                }
                else
                {
                    swap(array[where], array[2 * where + 1]);
                    where *= 2;
                    where++;
                }
            }
            else if(2 * where + 2 <= end - 1)
            {
                swap(array[where], array[2 * where + 2]);
                where *= 2;
                where += 2;
            }
        }
    }

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        }
    }

    return retval;
}
-----
#include "all.h"

void insertion(vector<char> & array){
    int end = array.size();
    int where;

    for(int count = 0; count < end; count++){
        {
            where = count;
            while(where > 0 && array[where - 1] > array[where])
            {
                swap(array[where - 1], array[where]);
                where--;
            }
        }
    }
    -----
    #include "all.h"

    void mergesort(vector<char> & array, int begin, int end)
    {
        if(begin >= end)
            return;

        int mid = (begin + end) / 2;
        mergesort(array, begin, mid);
        mergesort(array, mid + 1, end);
        merge(array, begin, mid, end);
    }

    void merge(vector<char> & array, int begin, int mid, int end)
    {
        vector<char> tmp;
        int i = begin;
        int j = mid + 1;
        int tammat = end - begin + 1;
        int count;

        for(count = 0; count < tammat && i != mid + 1 && j != end + 1; count++){
            {
                int a = array[i];
                int b = array[j];
                if(array[i] < array[j])
                {
                    tmp.push_back(array[i]);
                    i++;
                }
                else
                {
                    tmp.push_back(array[j]);
                    j++;
                }
            }
        }

        if(i != mid + 1)
        {
            int a = array[i];
            for(; count < tammat; count++)
                tmp.push_back(array[i++]);
        }

        if(j != end + 1)
        {
            int b = array[j];
            for(; count < tammat; count++)
                tmp.push_back(array[j++]);
        }

        int counter;
        for(count = begin, counter = 0; count <= end; count++, counter++)

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        array[count] = tmp[counter];
    }
    -----
    #include "all.h"

    void qsort(vector<char> & array, int begin, int end)
    {
        if(end <= begin)
            return;

        int q = partition(array, begin, end);
        qsort(array, begin, q - 1);
        qsort(array, q + 1, end);
    }

    int partition(vector<char> & array, int begin, int end)
    {
        char x = array[begin];
        int i = begin - 1;
        int j = end + 1;

        while(true)
        {
            do
                i++;
            while(array[i] <= x && i < j);

            do
                j--;
            while(array[j] > x && i < j);

            if(i < j)
                swap(array[i], array[j]);
            else
            {
                swap(array[begin], array[i - 1]);
                return i - 1;
            }
        }
    }
    -----
    #include "all.h"

    void rqsrt(vector<char> & array, int begin, int end)
    {
        if(end <= begin)
            return;

        int w = rand() % (end - begin) + begin;
        swap(array[begin], array[w]);

        int q = partition(array, begin, end);
        rqsrt(array, begin, q - 1);
        rqsrt(array, q + 1, end);
    }
    -----
    #include "all.h"

    void selection(vector<char> & array)
    {
        int end = array.size();
        int where;

        for(int count = 0; count < end; count++){
            {
                where = min(array, count);
                if(where != count)
                    swap(array[count], array[where]);
            }
        }
    }

    int min(const vector<char> & array, int start)
    {
        int end = array.size();
        int min = array[start];
        int retval = start;
    }

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for(int count = start + 1; count < end; count++)
{
    if(array[count] < min)
    {
        min = array[count];
        retval = count;
    }
}

return retval;
}
```

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