

## **CSC207.01 2014S, Class 25: An Introduction to Sorting**

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### *Overview*

- Preliminaries.
  - Upcoming work.
  - Admin.
  - Questions on the homework.
- The problem of sorting.
- An object-oriented approach.
- Testing our sorting algorithm.

## **Preliminaries**

### **Upcoming Work**

- Homework 5 is due March 5.
- Reading for tomorrow: Sorting basics.

### **Admin**

- Have fun with Earnest!
- Labs for the week are written. Readings are coming soon.
- I will take volunteers for note takers for Tuesday, Wednesday, and Friday. Extra credit for note taking.
  - MH Tuesday
  - KS Wednesday
  - EB Friday
- Extra credit:
  - Convocation, noon, Wednesday.
  - Presentations on Grinnell institutional image, noon on Thursday or Friday.
  - "We're cool, we're east campus, we just get B's" hosts quizbowl at Lyle's Tuesday night (we think)
- Things you should do
  - Balancing acts Friday, Saturday, Sunday
  - Neverland
- Don't forget mentor session tomorrow night

## Questions on HW5

### The problem of sorting

- The goal of sorting: To put things in an order.
- How does that relate to the goal of lists, in which you also put things in order?
  - Lists the client controls the order
  - For sorting, there's a specific order that you want to use
- For example you might sort an array
  - An array of strings in alphabetical order
  - An array of integers in ascending order
  - An array of integers in descending order
- We might also sort
  - Lists
  - Two-dimensional arrays, perhaps along two dimensions
- We probably wouldn't want to sort
  - Stacks
- When sorting arrays, how does the sorting algorithm know what order to put them in?
  - We need a way to compare each element

Let's write a signature

```
public AN ARRAY sort(AN ARRAY, THE THING THAT DOES THE COMPARISONS)
```

Design issues:

- Is this a static method, or is it a method of the array class (a mutator)?

Let's make that look more like Java

```
public int[] sort(int[] vals, Comparator<Integer> order)
```

Using this model

```
sort(grades, new Comparator<Integer>()
    {
        public int compare(Integer x, Integer y)
        {
            return x-y; // Hack. Dangerous
        }
    } // Comparator<Integer>
);
```

Whoops. Might overflow.

Let's generalize

```
public static <T> T[] sort(T[] vals, Comparator<T> order)
```

## An object-oriented approach

Perhaps sort should be a mutator of the array class.

```
public class JavaArray
{
    public void sort(Comparator<T> order)
} // class JavaArray
```

- Whoops. We can't (usually) extend the built-in classes

Object-oriented strategy: Make objects that know how to sort

```
public interface Sorter { /* *Sort an array without mutation, return the sorted version. * * @pre * No
elements may be null. */ public T[] pureSort(T[] vals, Comparator order); /* * Sort an array in place. */
public sortInPlace(T[] vals, Comparator order); } // class
```

Do we also have sorting routines for things with a natural order, such as `BigIntegers` or `Strings`.

```
public T[] pureSort(Comparable<T>[] vals) // Approximate syntax
```

Another design decision: Is the sorting algorithm "stable"?

- Stable sorting algorithms guarantee that if A precedes B before sorting, and A is equal to B (according to the comparator), then A is still before B in the sorted array.

Four algorithms to study

- Insertion sort
- Selection sort
- Merge sort
- Quicksort

## Testing our sorting algorithm

Unit tests for sorting algorithms

- Edge cases:
  - Something already in order
  - Something in backwards order
  - Something with extreme values (e.g., an array of integers using `Integer.MAXVALUE` and `Integer.MINVALUE`)
  - Empty array
  - All the same.
  - Containing some strange values, like null
- Normal cases

- Making lots of cases
  - Random test
    - Generate a random array
    - Sort it
    - Check if it's sorted
    - Check if the result is a permutation of the original
  - Generate a sorted array
    - Randomize it
    - Sort it
    - Compare to the original
  - Excessive
    - Try the previous with *every* permutation of the array

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