

```
static void TombKiir(int[] tomb)
{
    foreach (var elem in tomb)
    {
        Console.Write("{0}, ", elem);
    }
    Console.WriteLine();
}

public static void Gyorsrendez(int[] tomb, int eleje, int vege)
{
    if (eleje < vege)
    {
        int kozepe = Feloszt(tomb, eleje, vege);
        Gyorsrendez(tomb, eleje, kozepe - 1);
        Gyorsrendez(tomb, kozepe + 1, vege);
    }
}
```

```

private static int Feloszt(int[] tomb, int eleje, int vege)
{
    int kozepe = tomb[vege];
    int kozepindex = eleje;

    for (int i = eleje; i < vege; i++)
    {
        if (tomb[i] <= kozepe)
        {
            int temp = tomb[i];
            tomb[i] = tomb[kozepindex];
            tomb[kozepindex] = temp;
            kozepindex++;
        }
    }

    int kozepindexErteke = tomb[kozepindex];
    tomb[kozepindex] = tomb[vege];
    tomb[vege] = kozepindexErteke;
    return kozepindex;
}

static void Main(string[] args)
{
    var tomb = new int[] { 9, 6, 0, 0, 1, 2, 2, 2, 3, 1, 5, 4, 8, 2, 8, 6 };

    Console.WriteLine("Rendezés előtt:");
    TombKiir(tomb);

    Console.WriteLine("Gyors rendezés:");
    Gyorsrendez(tomb, 0, tomb.Length - 1);
    TombKiir(tomb);

    Console.ReadKey();
}

```