IN PLACE	OUT PLACE
 IN PLACE algorithm requires small amount of extra space. Extra space should in range [O (1) to O(logN)]. 	 The Out-of-place sorting algorithm uses extra space for sorting. Extra space should be greater than log(N).
 Produces array in same memory as input array. 	Space depends on input size.
 Example – insertion, selection, quick, bubble sort, heap sort uses in- place sorting. 	Example – standard sort algorithm.

ANS-2

```
//insertion sort in-place
#include <bits/stdc++.h>
using namespace std;
void insertionSort(int arr[], int N)
{
  int i, key, j;
  for (i = 1; i < N; i++)
  {
     key = arr[i];
    j = i - 1;
     while (j \ge 0 \&\& arr[j] > key)
       arr[j + 1] = arr[j];
       j = j - 1;
    }
     arr[j + 1] = key;
  }
}
void printArray(int arr[], int N)
{
  int i;
  for (i = 0; i < N; i++)
     cout << arr[i] << " ";
```

```
cout << endl;
}
int main()
{
  int arr[] = { 1,2,3,6,7,18,19,25 };
  int N = sizeof(arr) / sizeof(arr[0]);
  insertionSort(arr, N);
  printArray(arr, N);
  return 0;
}
//insertion sort OUT-place
#include <bits/stdc++.h>
using namespace std;
void insertionSort(int arr[], int N)
{
  int i, key, j;
  for (i = 1; i < N; i++)
  {
    key = arr[i];
    j = i - 1;
```

```
while (j \ge 0 \&\& arr[j] > key)
       arr[j + 1] = arr[j];
       j = j - 1;
    }
    arr[j + 1] = key;
    int k =0;
    arr2[k] = key;
    k++;
 }
}
void printArray(int arr[], int N)
{
  int i;
  for (i = 0; i < N; i++)
    cout << arr[i] << " ";
  cout << endl;
}
int main()
{
  int arr[] = { 1,2,3,6,7,18,19,25 };
  int N = sizeof(arr) / sizeof(arr[0]);
```

```
insertionSort(arr, N);
printArray(arr, N);
return 0;
}
```

ANS-3

<u>Inplace techniques</u> are useful to sort the lists containing limited amount of data in an efficient and space optimised manner.

<u>// Outplace techniques</u> are useful when we have large amount of data such that we need to store the immediate results. Here extra space requirement is necessary.