```
import java.util.Arrays;
public class Sort {
public static void sortA(int[] arr) {
   for(int i = 0; i < arr.length; i += 1) {
      System.out.print(Arrays.toString(arr) + "
                                                                   - > ");
      int minIndex = i;
      for(int j = i; j < arr.length; j += 1) {
         if(arr[minIndex] > arr[j]) { minIndex = j; }
      int temp = arr[i];
      arr[i] = arr[minIndex];
      arr[minIndex] = temp;
      System.out.println(Arrays.toString(arr));
}
public static void sortB(int[] arr) {
   for(int i = 0; i < arr.length; i += 1) {
      System.out.print(Arrays.toString(arr) + "
                                                                   - > ");
      for(int j = i; j > 0; j
                                      -=1){
         if(arr[j] < arr[j
                                 - 1]) {
           int temp = arr[j
                                  - 1];
            arr[j - 1] = arr[j];
            arr[j] = temp;
        }
      System.out.println(Arrays.toString(arr));
   }
}
}
```

Which is which?

A: sortA insertion, sortB selection **B:** sortA selection, sortB insertion

Selection Sort: Repeatedly find the minimum element and move it to the **end** of a **sorted prefix** of the array.

Insertion Sort: Repeatedly take the next element and insert it into the correct ordered position within a sorted prefix of the array.

Worst case complexity?

A: O(n)
B: O(n²)
C: O(n³)
D: O(n * log(n))
E: Something else

Best case complexity?

A: O(n)
B: O(n²)
C: O(n³)
D: O(n * log(n))
E: Something else

Worst case complexity?

A: O(n)
B: O(n²)
C: O(n³)
D: O(n * log(n))
E: Something else

Best case complexity?

A: O(n)
B: O(n²)
C: O(n³)
D: O(n * log(n))
E: Something else

jshell> Sort.sortA(new int[]{ 3, 1, 2 })	jshell> Sort.sortB(new int[]{ 3, 1, 2 })

Selection Sort: What is an improvement you can make to the selection sort algorithm on the front page?

Insertion Sort: What is an.**improvement** you can make to the insertion sort algorithm on the front page?