**Activity Time-(SWAP):**

**#include <iostream>**

**using namespace std;**

**struct Activity**

**{**

**int startTime, finishTime;**

**};**

**void SWAP(struct Activity \*p, struct Activity \*q)**

**{**

**struct Activity t;**

**t=\*p;**

**\*p=\*q;**

**\*q=t;**

**}**

**void bubbleSort(struct Activity a[], int n)**

**{**

**int pass,i;**

**for(pass=1;pass<n;pass++)**

**{**

**for(i=0;i<n;i++)**

**{**

**if(a[i].finishTime>a[i+1].finishTime)**

**{**

**SWAP(&a[i],&a[i+1]);**

**}**

**}**

**}**

**}**

**void activitySelection(struct Activity a[],int n)**

**{**

**int i,j;**

**i=0;**

**cout<<a[0].startTime<<" "<<a[0].finishTime<<endl;**

**for(j=i+1;j<n;j++)**

**{**

**if(a[j].startTime>=a[i].finishTime)**

**{**

**cout<<a[j].startTime<<" "<<a[j].finishTime<<endl;**

**i=j;**

**}**

**}**

**}**

**int main()**

**{**

**int n,i;**

**cout<<"Enter Number of Activities: ";**

**cin>>n;**

**struct Activity act[n];**

**for(i=0;i<n;i++)**

**{**

**cout<<"Enter start time: ";**

**cin>>act[i].startTime;**

**cout<<"Enter finish time: ";**

**cin>>act[i].finishTime;**

**}**

**bubbleSort(act,n);**

**cout<<"Selected Activities: "<<endl;**

**activitySelection(act,n);**

**}**