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### Bubble sort

```
#include <stdio.h>
int main() { int array[100], n, c, d, swap;
printf("Enter number of elements\n"); scanf("%d", &n);
printf("Enter %d integers\n", n);
for (c = 0; c < n; c++) scanf("%d", &array[c]);
for (c = 0 ; c < n - 1; c++) { for (d = 0 ; d < n - c - 1; d++) { if (array[d] > array[d+1]) { swap = array[d];
array[d] = array[d+1]; array[d+1] = swap; } } }
printf("Sorted list in ascending order:\n");
for (c = 0; c < n; c++) printf("%d\n", array[c]);
return 0; }
Bubble Sort Algo:
worst case performance  $O(n^2)$ 
Best case performance  $O(n)$ , Average  $O(n^2)$ 
```

### Linear Search

```
#include<stdio.h>
int main()
{
int a[20],i,x,n;
printf("How many elements?");
scanf("%d",&n);
printf("Enter array elements:n");
for(i=0;i<n;++i)
scanf("%d",&a[i]);
printf("\nEnter element to search:");
scanf("%d",&x);
for(i=0;i<n;++i)
if(a[i]==x)
break;
if(i<n)
printf("Element found at index %d",i);
else
printf("Element not found");
return 0;
}
Algo:
Worst case performance  $O(n)$ 
Best case  $O(1)$ 
Average case  $O(n)$ 
```

### Insertion Sort:

```
#include<stdio.h>
int main(){
int i, j, count, temp, number[25];
printf("How many numbers u are going to enter?: ");
scanf("%d",&count);
printf("Enter %d elements: ", count);
for(i=0;i<count;i++)
scanf("%d",&number[i]);
for(i=1;i<count;i++){
temp=number[i];
j=i-1;
while((temp<number[j])&&(j>=0)){
number[j+1]=number[j];
j=j-1;
}
number[j+1]=temp;
}
printf("Order of Sorted elements: ");
for(i=0;i<count;i++)
printf(" %d",number[i]);
return 0;
}
```

Algo:

Worst case performance  $O(n^2)$

Best case performance  $O(n)$

Average case  $O(n^2)$

### Selection Sort:

```
#include<stdio.h>
int main(){
int i, j, count, temp, number[25];
printf("How many numbers u are going to enter?: ");
scanf("%d",&count);
printf("Enter %d elements: ", count);
for(i=0;i<count;i++)
scanf("%d",&number[i]);
for(i=0;i<count;i++){
for(j=i+1;j<count;j++){
if(number[i]>number[j]){
temp=number[i];
number[i]=number[j];
number[j]=temp;
}
}
}
printf("Sorted elements: ");
```

```

for(i=0;i<count;i++)
printf(" %d",number[i]);
return 0;
}

```

Algo:

Worst case performance  $O(n^2)$

Best case performance  $O(n^2)$

Average case performance  $O(n^2)$

Binary Search:

```

#include <stdio.h>
int main() { int c, first, last, middle, n, search, array[100];
printf("Enter number of elements\n"); scanf("%d", &n);
printf("Enter %d integers\n", n);
for (c = 0; c < n; c++) scanf("%d", &array[c]);
printf("Enter value to find\n"); scanf("%d", &search);
first = 0; last = n - 1; middle = (first+last)/2;
while (first <= last) { if (array[middle] < search) first = middle + 1; else if (array[middle] == search) {
printf("%d found at location %d.\n", search, middle+1); break; } else last = middle - 1;
middle = (first + last)/2; } if (first > last) printf("Not found! %d isn't present in the list.\n",search);
return 0;
}

```

Algo:

Worst case performance  $O(\log n)$

Best case performance  $O(1)$

Average case performance  $O(\log n)$

Quick Sort:

```

#include<stdio.h>
void quicksort(int number[25],int first,int last){
int i, j, pivot, temp;
if(first<last){
pivot=first;
i=first;
j=last;
while(i<j){
while(number[i]<=number[pivot]&&i<last)
i++;
while(number[j]>number[pivot])
j--;
if(i<j){
temp=number[i];
number[i]=number[j];
number[j]=temp;
}
}
}
}

```

```

}
temp=number[pivot];
number[pivot]=number[j];
number[j]=temp;
quicksort(number,first,j-1);
quicksort(number,j+1,last);
}
}
int main(){
int i, count, number[25];
printf("How many elements are u going to enter?: ");
scanf("%d",&count);
printf("Enter %d elements: ", count);
for(i=0;i<count;i++)
scanf("%d",&number[i]);
quicksort(number,0,count-1);
printf("Order of Sorted elements: ");
for(i=0;i<count;i++)
printf(" %d",number[i]);
return 0;
}

```

Algo:

Worst case performance  $O(n^2)$

Best case performance  $O(1)$

Average case performance  $O(\log n)$