

#### Estrutura de Dados

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#### Métodos de Ordenação Tipos de Dados





# Ordenação

Ordenação é o processo de organizar dados de um mesmo tipo em uma ordem crescente ou decrescente. Existem, basicamente, quatro tipos de ordenação:

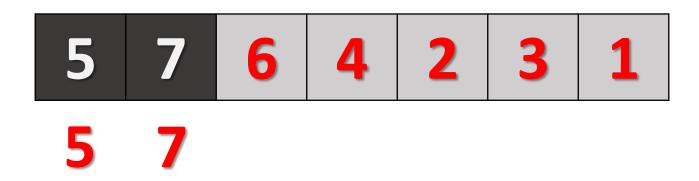
- ✓ Bubble sort;
- ✓ Insertion sort;
- ✓ Selection sort;
- ✓ Quick sort;



A ordenação por bolha (bubble sort) se baseia em comparações sucessivas entre dois elementos adjacentes e a troca quando o elemento seguinte é menor que o anterior.



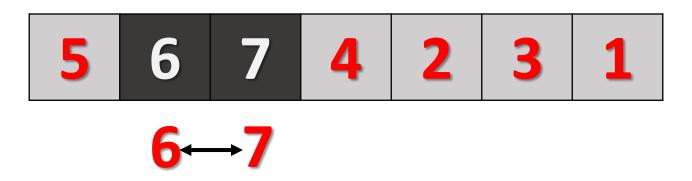




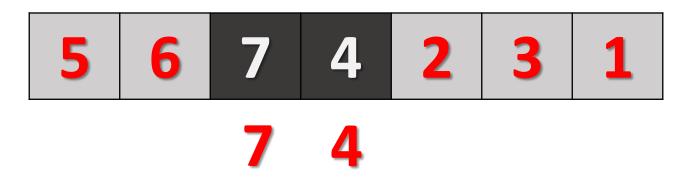




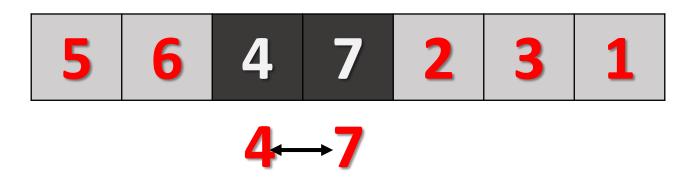




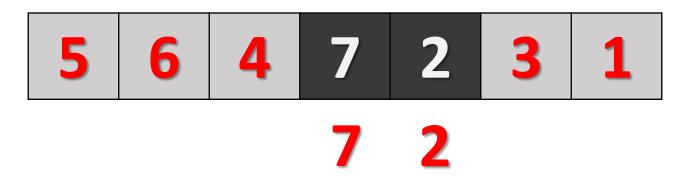




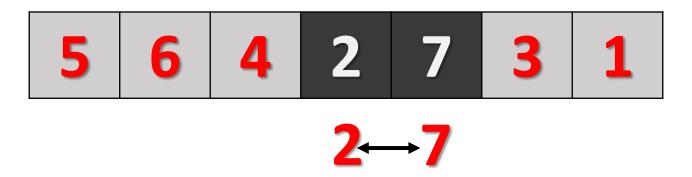




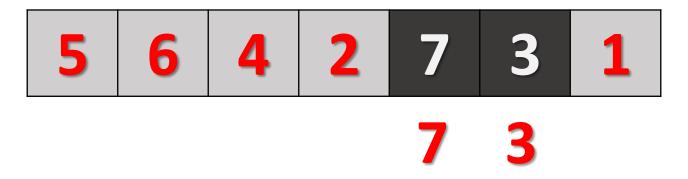




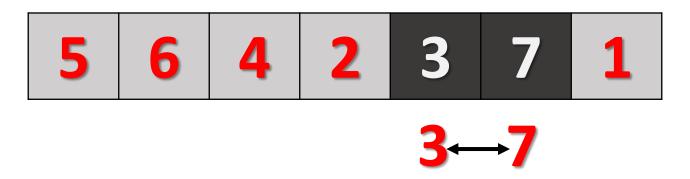




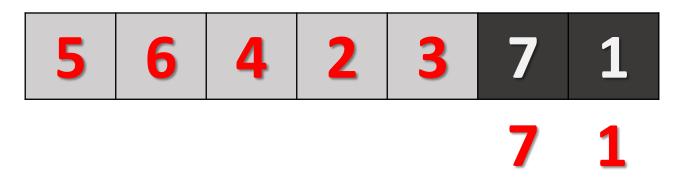




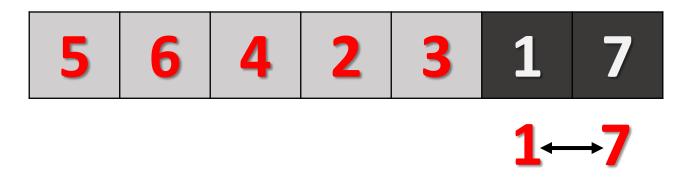












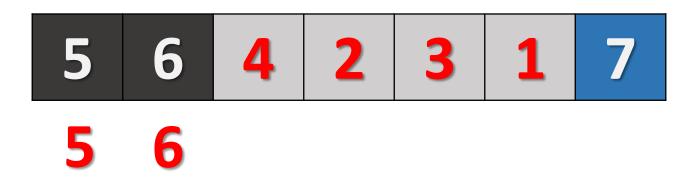


Na primeira passagem são visitados todos os dados e comparados dois a dois a partir do primeiro, identificando o maior entre eles. Na segunda passagem, é repetido o processo a partir do segundo dado, depois do terceiro e assim por diante até o final da classificação.

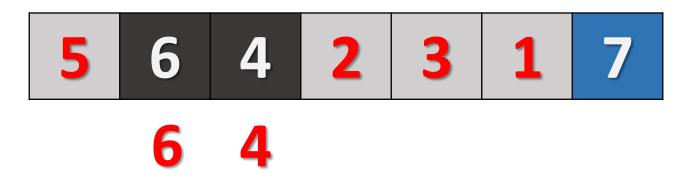


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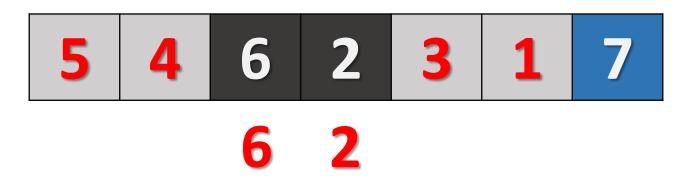




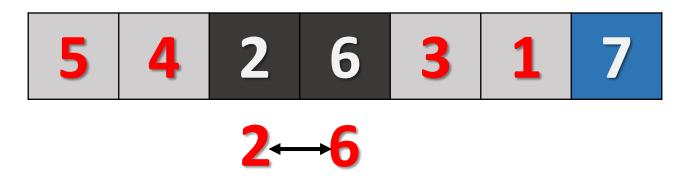




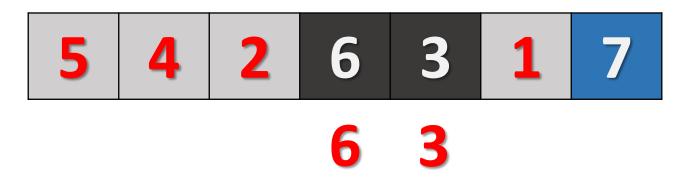




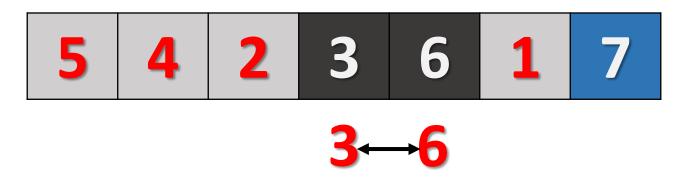




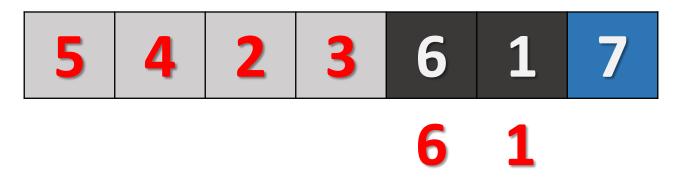




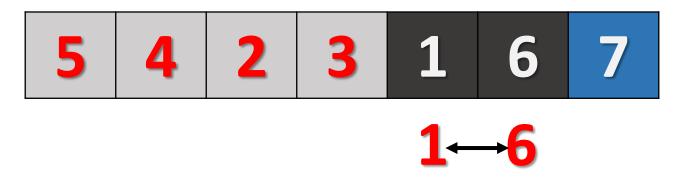








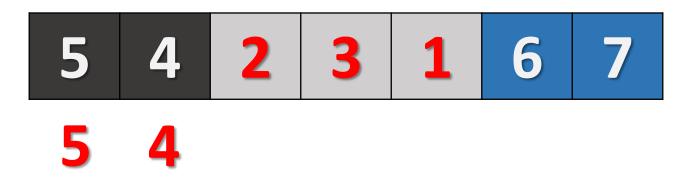




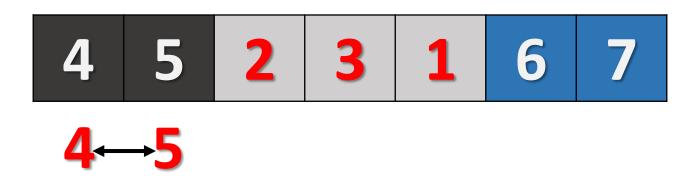




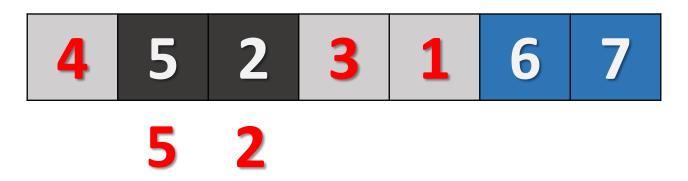




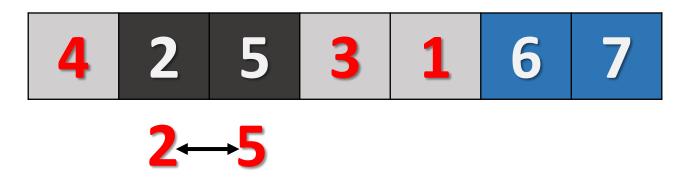




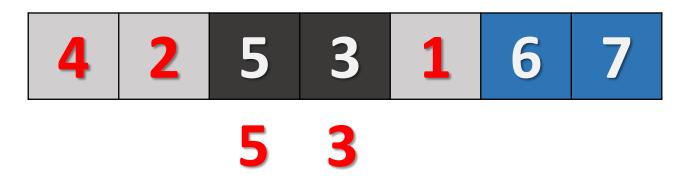




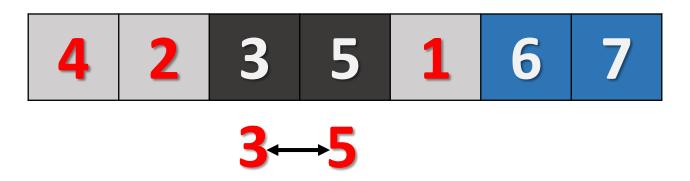




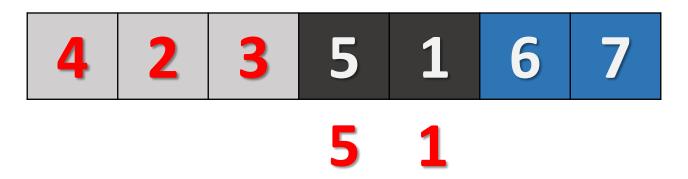




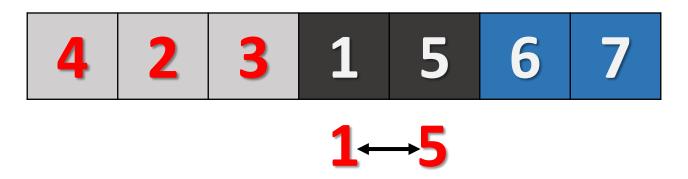








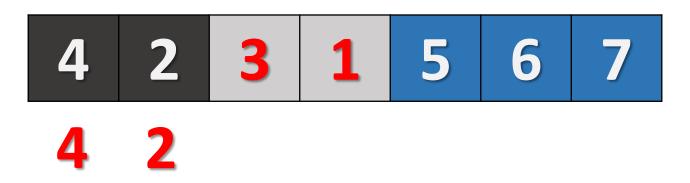




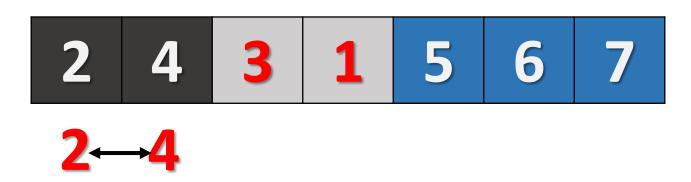




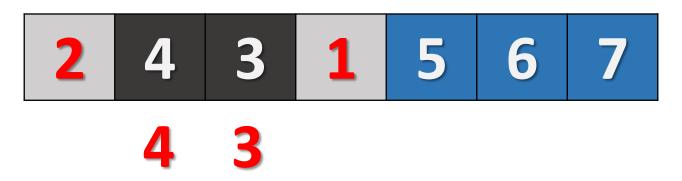








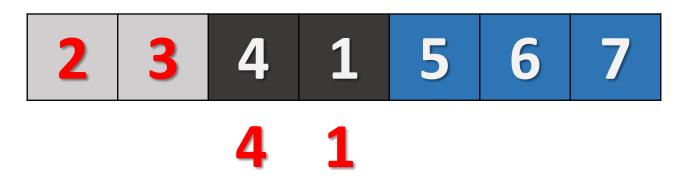




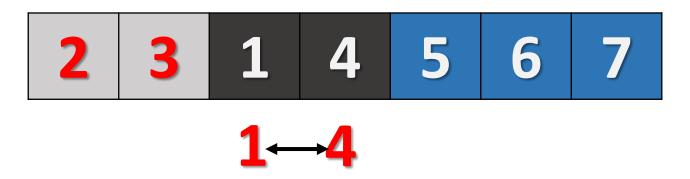












































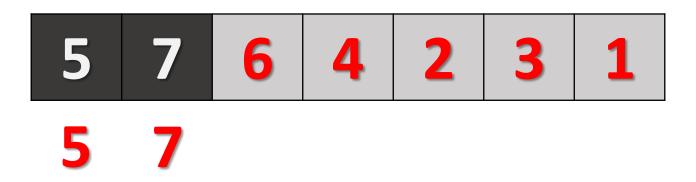


```
#include <stdio.h>
int main() {
    int x, y, t, v[7] = \{5, 7, 6, 4, 2, 3, 1\};
    for (x = 6; x > 0; x--) {
       for (y = 0; y < x; y++) {
            if (v[y] > v[y+1]) {
                t = v[y];
                v[y] = v[y+1];
                v[y+1] = t;
    for (x = 0; x < 7; x++)
        printf("%i ", v[x]);
   printf("\n\n\n");
    return 0;
```





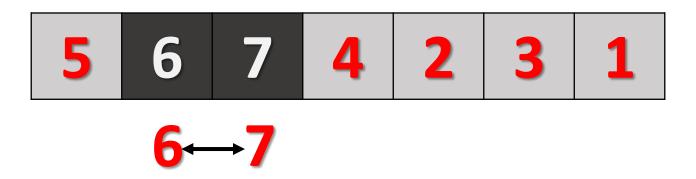




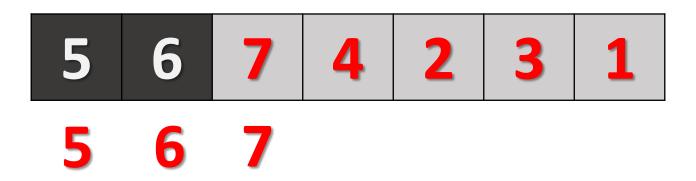




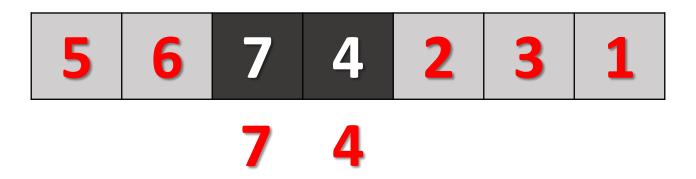




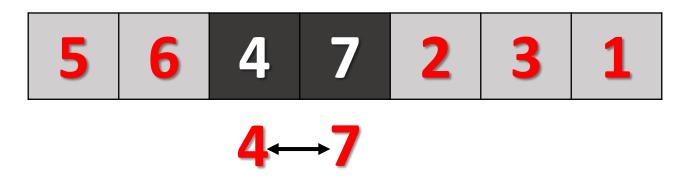




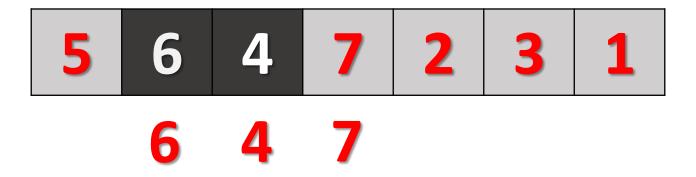




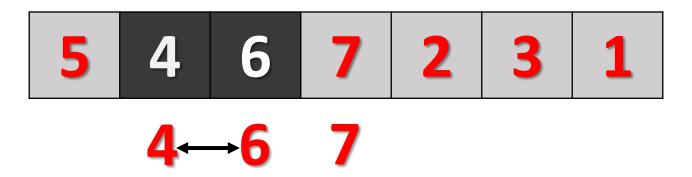




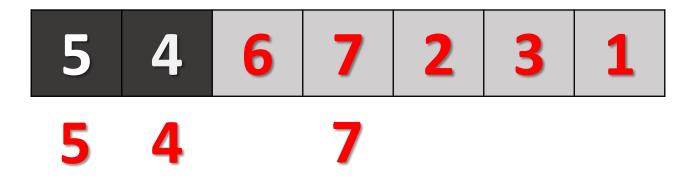




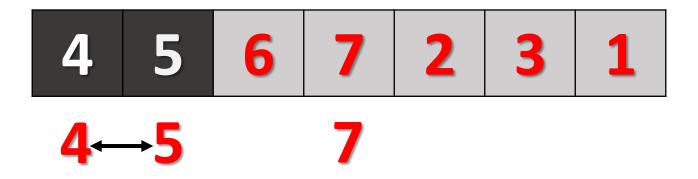




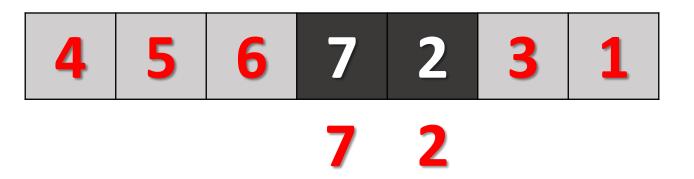




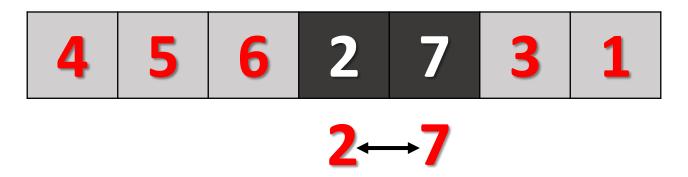




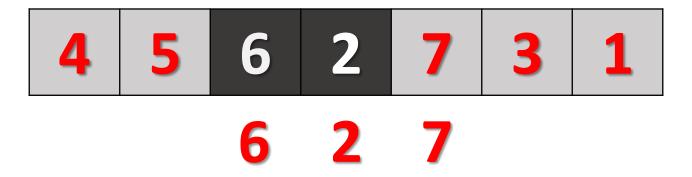




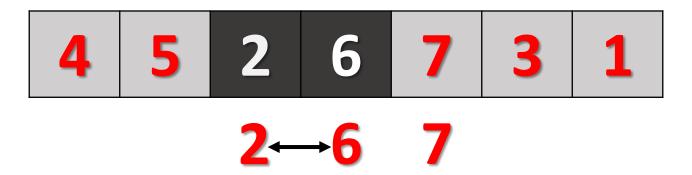




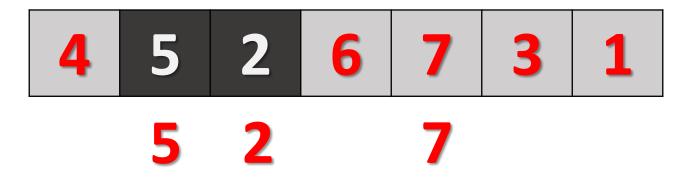




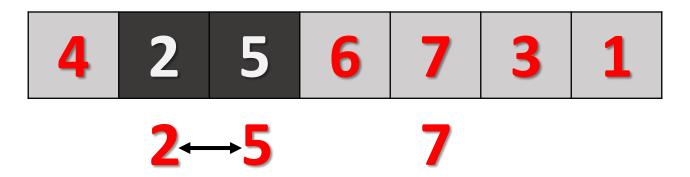




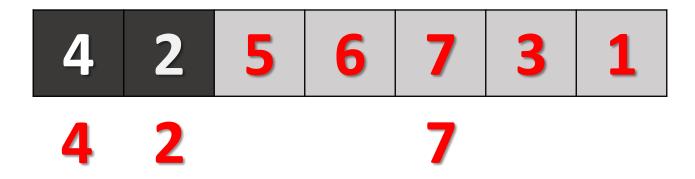




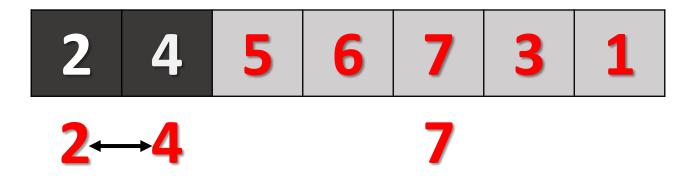




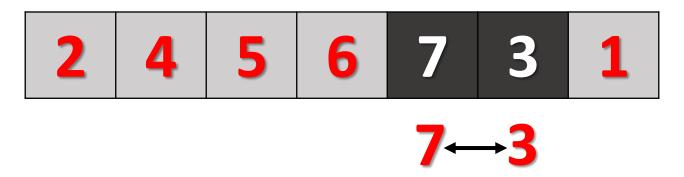




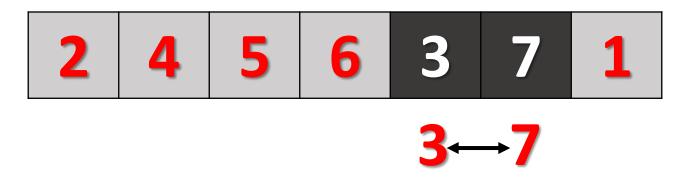




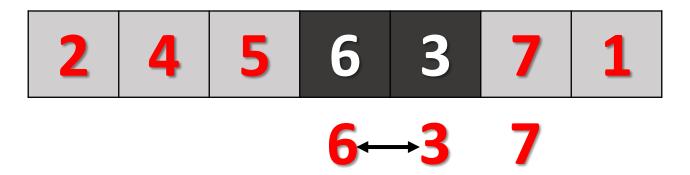




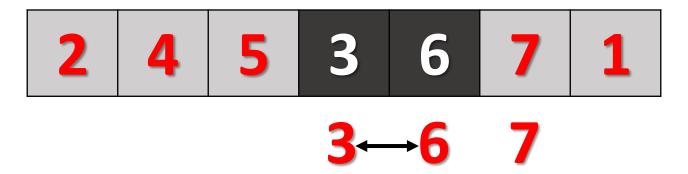




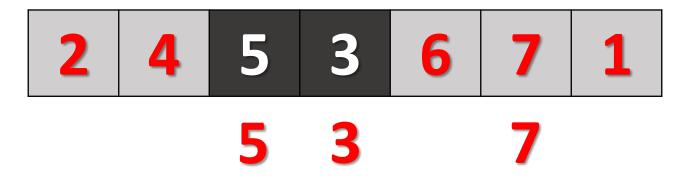




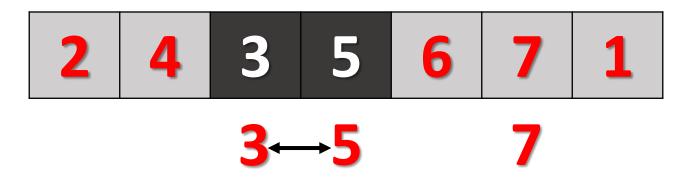




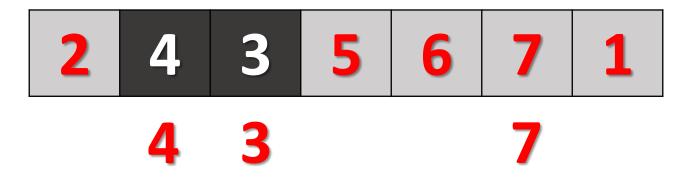




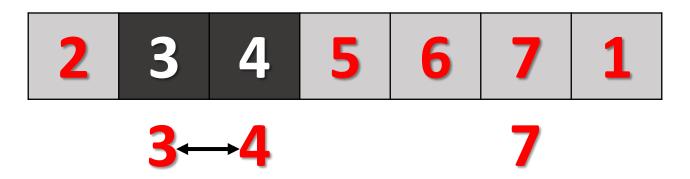




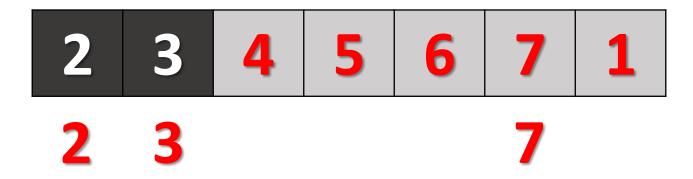




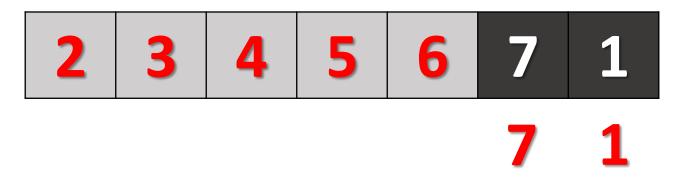




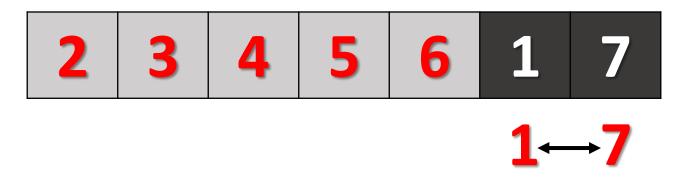












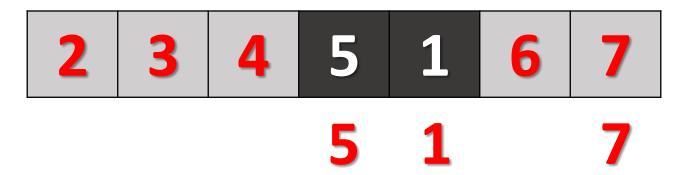




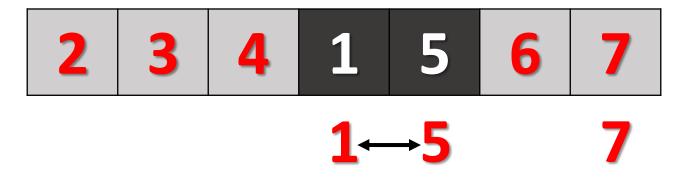




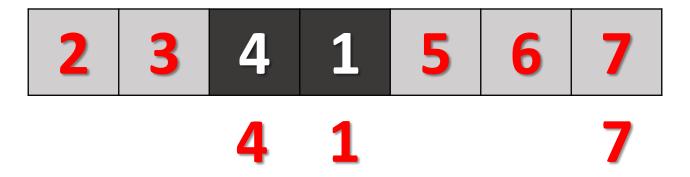




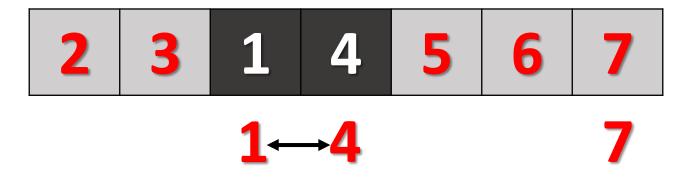








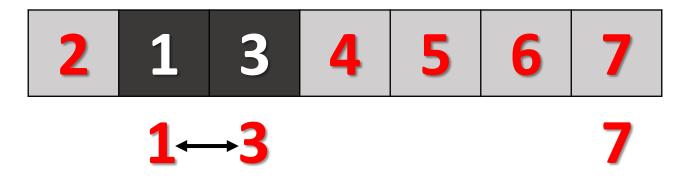
























```
#include <stdio.h>
int main() {
    int x, y, t, v[7] = \{5, 7, 6, 4, 2, 3, 1\};
    for (x = 1; x < 7; x++) {
       if (v[x] < v[x-1]) {
            for (y = x; y != 0; y--) {
                t = v[y];
                v[y] = v[y-1];
                v[y-1] = t;
    for (x = 0; x < 7; x++)
        printf("%i ", v[x]);
   printf("\n\n\n");
    return 0;
```