

CHAPTER TWO

Simple Sorting and Searching Algorithms

1. Simple Searching Algorithms

- Searching is a process of **finding** an element in a list of items or **determining** that the item is **not** in the list.
- The process of **finding the location of an element** within the data structure is called **Searching**.
 - Locate an element **x** in a list of distinct elements **a1,a2,...an** or determine that it is not in the list.
 - The solution to this search problem is the location of the item in the list that **equals x** and is **0** if x is not in the list.
- There are two simple Searching algorithms:
 - A. Linear (Sequential) Search
 - B. Binary Search

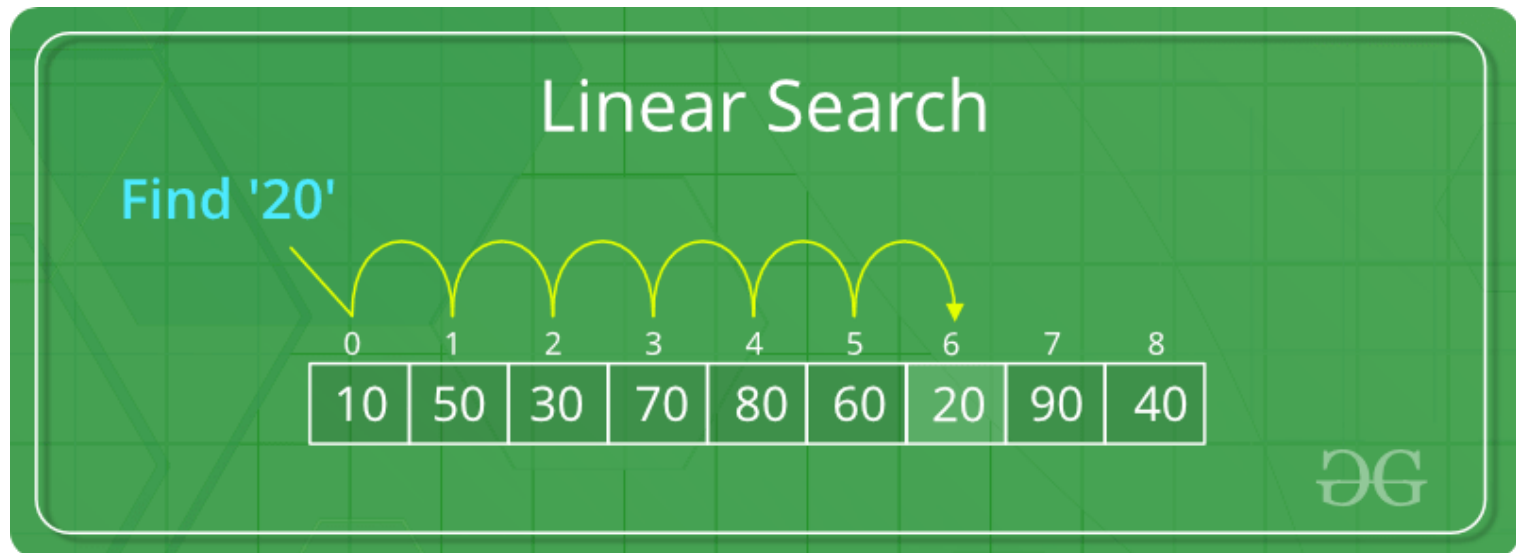
A. Linear Searching

- Linear search is **a very simple** search algorithm.
- This algorithm can be implemented on **the unsorted list**.
- In this type of search, **a sequential search is made over all items one by one**.
 - Every item is checked and if a match is found then that particular item is returned, otherwise the search continues till the end of the data collection.
 - It compares the element to be searched with all the elements in an array, **if the match is found**, then **it returns the index** of the element else it **returns -1**.



A. Linear Searching: How it works

- In a linear search, we start with **top (beginning)** of the list and compare the element at top with the key.
- If we have a match, the search terminates, and the index number is returned.
- If not, we go on the next element in the list.
- If we reach the end of the list without finding a match, we return -1.



A. Linear Searching: Algorithm

Linear Search (Array A, Value x)

Step 1: Set i to 1

Step 2: if $i > n$ then go to step 7

Step 3: if $A[i] = x$ then go to step 6

Step 4: Set i to $i + 1$

Step 5: Go to Step 2

Step 6: Print Element x Found at index i and go to step 8

Step 7: Print element not found

Step 8: Exit

A. Linear Searching: Pseudocode

```
procedure linear_search (list, value)
  for each item in the list
    if match item == value
      return the item's location
    else
      return the item is not found
  end if
end for
end procedure
```

A. Linear Searching: **Implementation**

```
int linearSearch(int a[], int n, int val)
{
    for (int i = 0; i < n; i++)
    {
        if (a[i] == val)
            return i;
    }
    return -1;
}
```

A. Linear Searching: Complexity Analysis

- In Linear search,
 - the **best case** occurs when the element we are looking is located at the **first position of the array**.
 - the **worst case** occurs when the element we are looking is present at the **end of the array** or **not present in the given array**.

Case	Time Complexity
Best Case	$O(1)$
Average Case	$O(n)$
Worst Case	$O(n)$

- However, the time complexity of linear search is **$O(n)$** because every element in the array is compared only once.

B. Binary Searching

- A Binary search algorithm is the simplest algorithm that searches the element very quickly.
- This search algorithm works on the **principle of divide and conquer** approach.
- It is used to search the element from the **sorted list**.
 - The elements must be stored in **sequential order** or the sorted manner to implement the binary algorithm.
 - Binary search cannot be implemented if the elements are stored in a **random manner**.
- It is used to find **the middle element** of the list.

B. Binary Searching: How it works?

- In a binary search, we look for the **key in the middle** of the list. *If we get a match, the search is over.*
- If the key is **greater than** the element in the middle of the list, we make the **top (upper) half** the list to search.
- If the key is **smaller**, we make the **bottom (lower) half** the list to search.
- Repeat the above three steps until one element remains.
- If this element matches **return the index** of the element, else **return -1 index**. (-1 shows that the key is not in the list).

B. Binary Searching: Algorithm

Binary_Search(**a**, **lower_bound**, **upper_bound**, **val**)

Step 1: set **beg** = **lower_bound**, **end** = **upper_bound**, **pos** = - 1

Step 2: repeat steps 3 and 4 while **beg** <=**end**

Step 3: set **mid** = (**beg** + **end**)/2

Step 4: if **a**[**mid**] = **val**

 set **pos** = **mid**

 print **pos**

 go to step 6

else if **a**[**mid**] > **val**

 set **end** = **mid** - 1

else

 set **beg** = **mid** + 1

[end of if]

[end of loop]

Step 5: if **pos** = -1

 print "value is not present in the array"

[end of if]

Step 6: exit

- '**a**' is the given array
- '**lower_bound**' is the index of the first array element
- '**upper_bound**' is the index of the last array element
- '**val**' is the value to search

B. Binary Searching: Example 1

- Let the elements of array are

0	1	2	3	4	5	6	7	8
10	12	24	29	39	40	51	56	69

- Let the element to search is, **K = 56**
- Calculate the mid of the array :- **$\text{mid} = (\text{beg} + \text{end})/2$**
 $\text{mid} = (0 + 8)/2 = 4$. So, 4 is the mid of the array.

0	1	2	3	4	5	6	7	8
10	12	24	29	39	40	51	56	69

↑
 $A[\text{mid}] = 39$
 $A[\text{mid}] < K$ (or, $39 < 56$)
So, $\text{beg} = \text{mid} + 1 = 5$, $\text{end} = 8$
Now, $\text{mid} = (\text{beg} + \text{end})/2 = 13/2 = 6$

B. Binary Searching: Example 1

0	1	2	3	4	5	6	7	8
10	12	24	29	39	40	51	56	69



$A[mid] = 51$
 $A[mid] < K$ (or, $51 < 56$)
So, $beg = mid + 1 = 7$, $end = 8$
Now, $mid = (beg + end)/2 = 15/2 = 7$

0	1	2	3	4	5	6	7	8
10	12	24	29	39	40	51	56	69



$A[mid] = 56$
 $A[mid] = K$ (or, $56 = 56$)
So, $location = mid$
Element found at 7th location of the array

- Now, the element to search is found.
- So algorithm will return the index of the element matched.

B. Binary Searching: Example 2

Binary Search

	0	1	2	3	4	5	6	7	8	9
Search 23	2	5	8	12	16	23	38	56	72	91
	L=0				M=4					H=9
23 > 16 take 2 nd half	2	5	8	12	16	23	38	56	72	91
	0	1	2	3	4	L=5	6	M=7	8	H=9
23 > 56 take 1 st half	2	5	8	12	16	23	38	56	72	91
	0	1	2	3	4	L=5, M=5	H=6	7	8	9
Found 23, Return 5	2	5	8	12	16	23	38	56	72	91



B. Binary Searching: Implementation

```
int binarySearch(int a[], int beg, int end, int val) {
    int mid;
    if(end >= beg) {
        mid = (beg + end)/2;
        /* if the item to be searched is present at middle */
        if(a[mid] == val) {
            return mid;
        }
        /* if the item to be searched is smaller than middle, then it can only be in left subarray */
        else if(a[mid] < val) {
            return binarySearch(a, mid+1, end, val);
        }
        /* if the item to be searched is greater than middle, then it can only be in right subarray */
        else {
            return binarySearch(a, beg, mid-1, val);
        }
    }
    return -1;
}
```

B. Binary Searching: Complexity Analysis

- In Binary search,
 - the **best case** occurs when the element to search is found in first comparison,
 - *i.e., when the first middle element itself is the element to be searched.*
 - the **worst case** occurs, when we must keep reducing the search space till it has only one element.

Case	Time Complexity
Best Case	$O(1)$
Average Case	$O(\log n)$
Worst Case	$O(\log n)$

- Therefore, the time complexity of binary search algorithm is **$O(\log n)$** .

2. Simple Sorting Algorithms

- Sorting algorithms are used to **rearrange the elements** in an array or a given data structure either in an **ascending** or **descending** order.
- It is a **process of reordering** a list of items in either increasing or decreasing order.
- The comparison operator decides the new order of the elements.

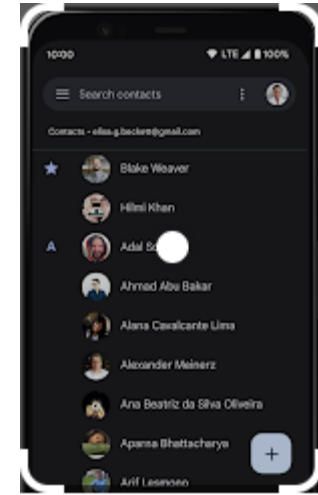
Why do we need a sorting algorithm?

- Sorting is the **most important operation** performed by computers.
- Sorting is the **first step** in more complex algorithms.
- An efficient sorting algorithm is required **for optimizing the efficiency** of other algorithms like binary search algorithm.
 - a binary search algorithm requires an array to be sorted in a particular order, mainly in ascending order.
- It **produces information** in a sorted order, which is a human-readable format.
- Searching a particular element in a sorted list is **faster** than the unsorted list.

Example: Sorting in real-life scenarios

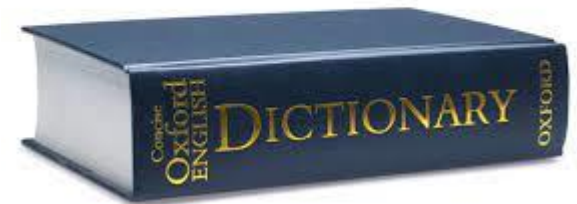
■ Telephone Directory

- The telephone directory stores the telephone numbers of people sorted by their names, so that the names can be searched easily.



■ Dictionary

- The dictionary stores words in an alphabetical order so that searching of any word becomes easy.



Properties of sorting algorithms

- A. In-place Sorting and Not in-place Sorting**
- B. Stable and Not Stable Sorting**
- C. Adaptive and Non-Adaptive Sorting**

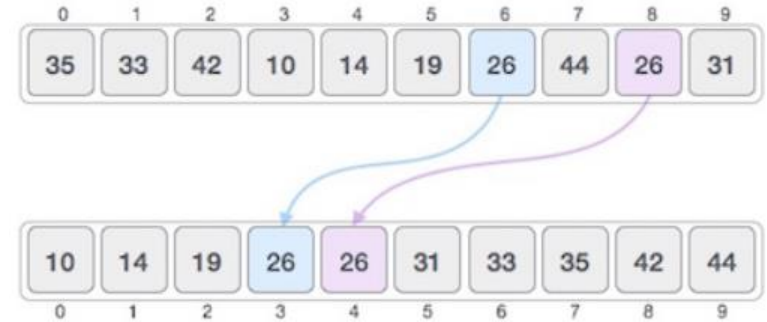
A. In-place Sorting vs Not-in-place Sorting

- Sorting algorithms may require some **extra space** for comparison and temporary storage of few data elements.
- **In-place Sorting:**
 - These algorithms **do not require any extra space** and **sorting is said to happen in-place**, or for example, within the array itself.
 - **Example:** Bubble sort algorithm
- **Not in-place Sorting:**
 - These algorithms **require extra space** which is more than or equal to the elements being sorted.
 - **Example:** Merge-sort algorithm

B. Stable vs Not Stable Sorting

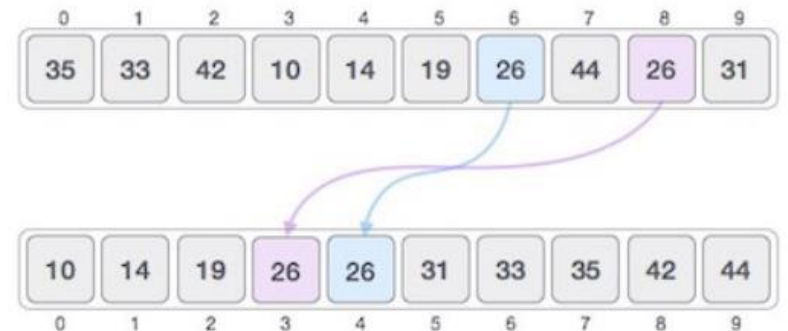
■ Stable Sorting:

- If a sorting algorithm, after sorting the contents, **does not change the sequence of similar content** in which they appear, it is called **stable sorting**.



■ Not-Stable Sorting:

- If a sorting algorithm, after sorting the contents, **changes the sequence of similar content** in which they appear, it is called **unstable sorting**.



C. Adaptive vs Non-Adaptive Sorting

- **Adaptive Sorting:**

- A sorting algorithm is said to be adaptive, **if it takes advantage of already 'sorted' elements** in the list that is to be sorted.
 - i.e., while sorting if the source list has some element already sorted, adaptive algorithms will take this into account and **will not try to re-order them.**

- **Non-Adaptive Sorting:**

- A non-adaptive algorithm is one which **does not take into account the elements** which are already sorted.
- They try to **force every single element to be re-ordered** to confirm their sortedness.

Simple Sorting Algorithms

- **Simple sorting algorithms include:**
 - A. Bubble Sorting**
 - B. Selection Sorting**
 - C. Insertion Sorting**

A. Bubble Sort

- It is a simple sorting algorithm that **compares two adjacent elements** and **swaps them** if they are not in the intended order.
 - It works on the **repeatedly swapping** of adjacent elements if they are not in the intended order.
- It is **not suitable for large data sets** as its average and worst-case complexity are of **$O(n^2)$** , where n is a number of items.
- Bubble sort is majorly used where -
 - complexity does not matter
 - simple and short code is preferred

A. Bubble Sort: **How it works?**

1. **Compare each element (except the last one) with its neighbor to the right.**
 - If they are out of order, swap them
 - This puts the largest element at the very end
 - The last element is now in the correct and final place
2. **Compare each element (except the last two) with its neighbor to the right.**
 - If they are out of order, swap them
 - This puts the second largest element before last
 - The last two elements are now in their correct and final places
3. **Continue as above until you have no unsorted elements on the left.**

A. Bubble Sort: Algorithm

- In the algorithm given below, suppose **arr** is an array of **n** elements. The assumed swap function in the algorithm will swap the values of given array elements.

```
begin BubbleSort(arr)
  for all array elements
    if arr[i] > arr[i+1]
      swap(arr[i], arr[i+1])
    end if
  end for
  return arr
end BubbleSort
```

A. Bubble Sort: Example 1

- Let the elements of array are -

13	32	26	35	10
----	----	----	----	----

First Iteration:

- Sorting will **start from the initial two elements**. Let compare them to check which is greater.

13	32	26	35	10
----	----	----	----	----

- Here, 32 is greater than 13 ($32 > 13$), so it is already sorted. Now, compare 32 with 26.

13	32	26	35	10
----	----	----	----	----

- Here, 26 is smaller than 36. So, swapping is required. After swapping new array will look like –

13	26	32	35	10
----	----	----	----	----

- Now, compare 32 and 35.

13	26	32	35	10
----	----	----	----	----

A. Bubble Sort: Example 1

- Here, 35 is greater than 32. So, there is no swapping required as they are already sorted.
- Now, the comparison will be in between 35 and 10.

13	26	32	35	10
----	----	----	----	----

- Here, 10 is smaller than 35 that are not sorted. So, swapping is required. Now, we reach at the end of the array. After first pass, the array will be –

13	26	32	10	35
----	----	----	----	----

- Now, move to the **second iteration**.

A. Bubble Sort: Example 1

Second Iteration:

- The same process will be followed for second iteration.

13	26	32	10	35
----	----	----	----	----

13	26	32	10	35
----	----	----	----	----

13	26	32	10	35
----	----	----	----	----

- Here, 10 is smaller than 32. So, swapping is required. After swapping, the array will be -

13	26	10	32	35
----	----	----	----	----

13	26	10	32	35
----	----	----	----	----

- Now, move to the **third iteration**.

A. Bubble Sort: Example 1

Third Iteration:

- The same process will be followed for third iteration.

13	26	10	32	35
----	----	----	----	----

13	26	10	32	35
----	----	----	----	----

- Here, 10 is smaller than 26. So, swapping is required. After swapping, the array will be -

13	10	26	32	35
----	----	----	----	----

13	10	26	32	35
----	----	----	----	----

13	10	26	32	35
----	----	----	----	----

- Now, move to the **fourth iteration**.

A. Bubble Sort: Example 1

Fourth Iteration:

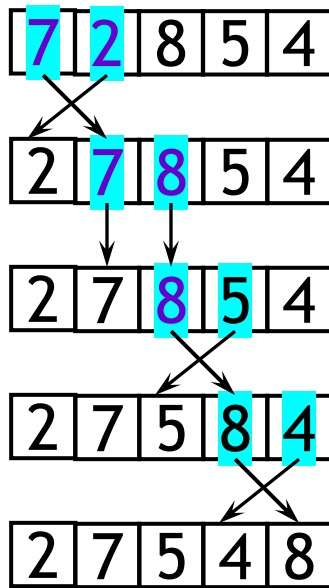
- Similarly, after the fourth iteration, the array will be -

10	13	26	32	35
----	----	----	----	----

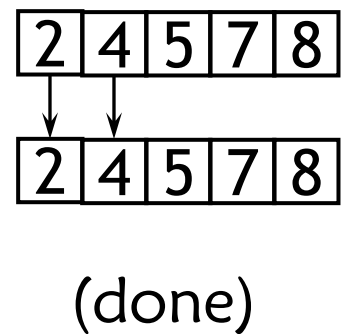
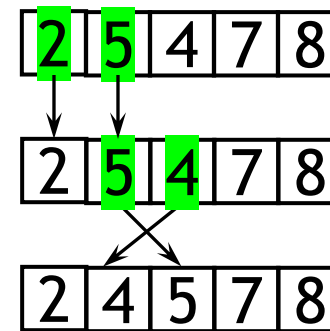
- Hence, there is no swapping required, so the array is completely sorted.

A. Bubble Sort: Example 2

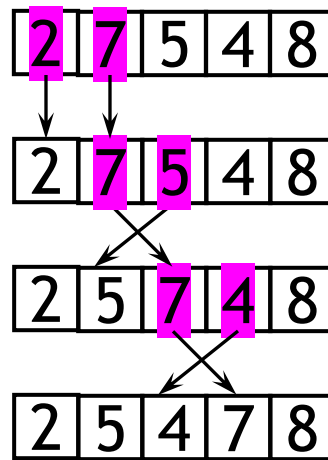
First Iteration



Third Iteration



Second Iteration



Fourth Iteration

A. Bubble Sort: **Implementation**

```
void bubble(int a[], int n) {  
    int i, j, temp;  
    for(i = 0; i < n; i++)  
    {  
        for(j = i+1; j < n; j++)  
        {  
            if(a[j] < a[i])  
            {  
                temp = a[i];  
                a[i] = a[j];  
                a[j] = temp;  
            }  
        }  
    }  
}
```

```
int main()  
{  
    int i, j, temp;  
    int a[5] = {45, 1, 32, 13, 26};  
    int n = sizeof(a)/sizeof(a[0]);  
    cout<<"Before sorting:- \n";  
    print(a, n);  
    bubble(a, n);  
    cout<<"\nAfter sorting:- \n";  
    print(a, n);  
    return 0;  
}
```

A. Bubble Sort: Complexity Analysis

- In bubble sort algorithm,
 - the **best case** time complexity occurs when there is **no sorting required**
 - i.e. the array is already sorted.
 - the **worst case** time complexity occurs when the array elements are required to be sorted in **reverse order**.

Case	Time Complexity
Best Case	$O(n)$
Average Case	$O(n^2)$
Worst Case	$O(n^2)$

- Therefore, the time complexity of a bubble sort algorithm is **$O(n^2)$** .

B. Selection Sort

- Selection sort is a sorting algorithm that **selects the smallest element** from an **unsorted list** in each iteration and places that element **at the beginning of the unsorted list**.
 - i.e., **the smallest value** among the unsorted elements of the array is **selected** in every pass and **inserted** to its appropriate position into the array.
- It is the simplest algorithm.
- It is an **in-place** comparison sorting algorithm.

B. Selection Sort: How it works?

- In this algorithm, the array is divided into two parts: **sorted part** and **unsorted part**.
 - Initially, the sorted part of the array is **empty**, and unsorted part is the **given array**.
 - Sorted part is placed at the **left**, while the unsorted part is placed at the **right**.
- In selection sort, the **first smallest element** is selected from the unsorted array and placed **at the first position**.
- After that second smallest element is selected and placed in the second position.
- The process continues until the array is entirely sorted.

B. Selection Sort: Algorithm

SELECTION SORT(arr, n)

Step 1: Repeat Steps 2 and 3 for $i = 0$ to $n-1$

Step 2: CALL SMALLEST(arr, i, n, pos)

Step 3: SWAP arr[i] with arr[pos]

[END OF LOOP]

Step 4: EXIT

SMALLEST (arr, i, n, pos)

Step 1: [INITIALIZE] SET SMALL = arr[i]

Step 2: [INITIALIZE] SET pos = i

Step 3: Repeat for $j = i+1$ to n

if (SMALL > arr[j])

SET SMALL = arr[j]

SET pos = j

[END OF if]

[END OF LOOP]

Step 4: RETURN pos

B. Selection Sort: Example 1

- Selection sort is generally used when
 - A small array is to be sorted
 - Swapping cost doesn't matter
 - It is compulsory to check all elements

Example 1:

- Let the elements of array are –

12	29	25	8	32	17	40
----	----	----	---	----	----	----
- Now, for the first position in the sorted array, the entire array is to be scanned sequentially.
- At present, **12** is stored at the first position, after searching the entire array, it is found that **8** is the smallest value.

12	29	25	8	32	17	40
----	----	----	---	----	----	----

- So, **swap 12 with 8**. After the first iteration, 8 will appear at the first position in the sorted array.

8	29	25	12	32	17	40
---	----	----	----	----	----	----

B. Selection Sort: Example 1

- For the second position, where **29** is stored presently, we again sequentially scan the rest of the items of unsorted array.
- After scanning, we find that **12** is the second lowest element in the array that should be appeared at second position.

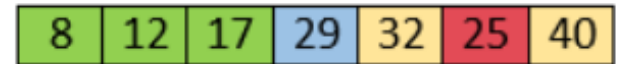
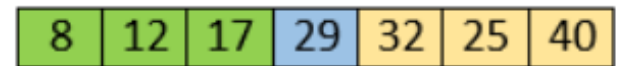
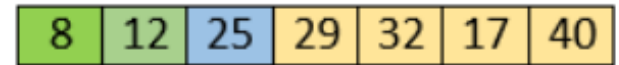


- Now, **swap 29 with 12**.
- After the second iteration, 12 will appear at the second position in the sorted array.
- So, after two iterations, the two smallest values are placed at the beginning in a sorted way.



B. Selection Sort: Example 1

- The same process is applied to the rest of the array elements.
- Now, we are showing a pictorial representation of the entire sorting process.



- Now, the array is completely sorted.

B. Selection Sort: Example 2

- Let the elements of array are –

20	12	10	15	2
----	----	----	----	---

Select first element as minimum

step = 0

i = 0

20	12	10	15	2
----	----	----	----	---

min value
at index 1

i = 1

20	12	10	15	2
----	----	----	----	---

min value
at index 2

i = 2

20	12	10	15	2
----	----	----	----	---

min value
at index 2

i = 3

20	12	10	15	2
----	----	----	----	---

min value
at index 4

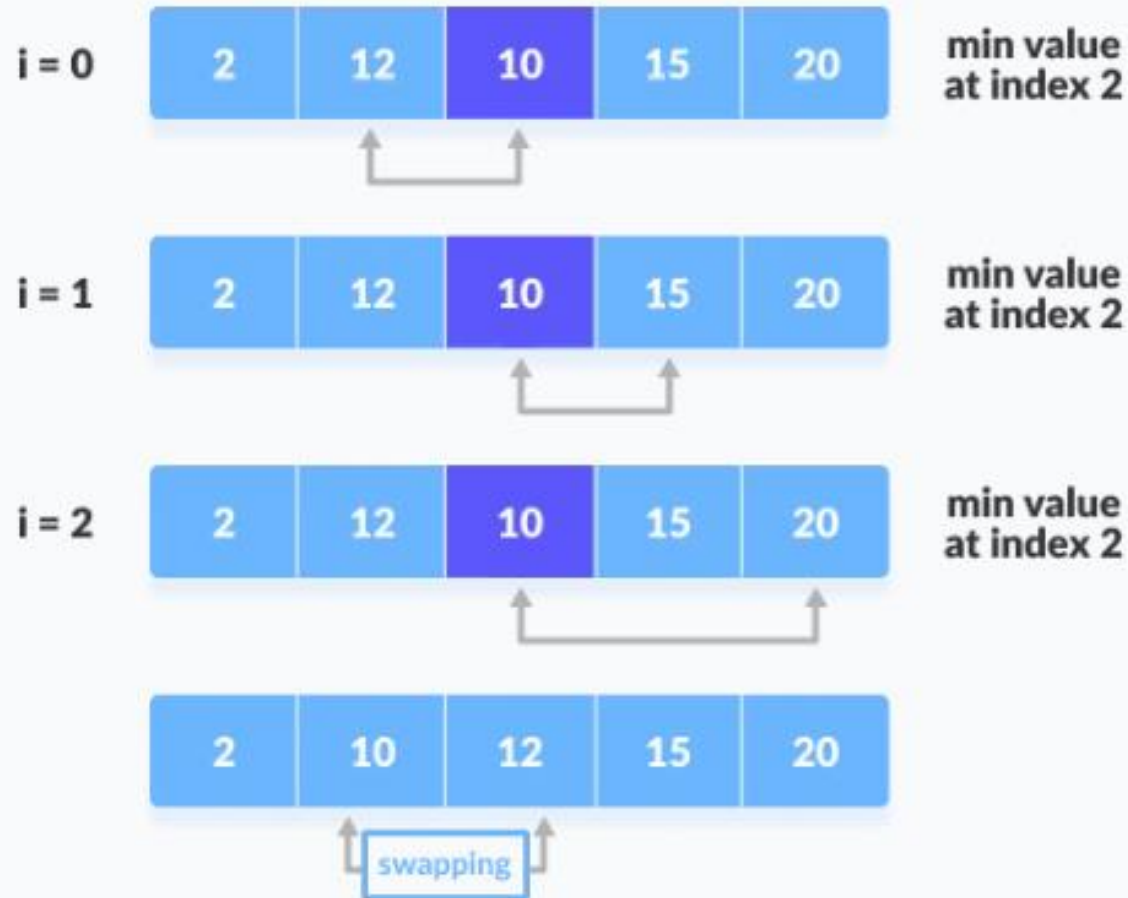
2	12	10	15	20
---	----	----	----	----

swapping

The first iteration

B. Selection Sort: Example 2

step = 1



The second iteration

B. Selection Sort: Example 2

step = 2

i = 0



min value
at index 2

i = 2



min value
at index 2

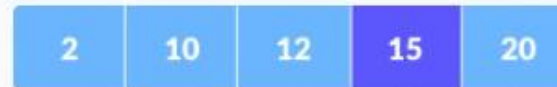


already in place

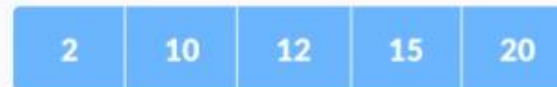
The third iteration

step = 3

i = 0



min value
at index 3



already in place

The fourth iteration

B. Selection Sort: Implementation

```
void selection(int arr[], int n)
```

```
{
```

```
    int i, j, small;
```

```
    for (i = 0; i < n-1; i++) // One by one move boundary of unsorted subarray
```

```
    {
```

```
        small = i; //minimum element in unsorted array
```

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

```
            if (arr[j] < arr[small])
```

```
                small = j;
```

```
// Swap the minimum element with the first element
```

```
        int temp = arr[small];
```

```
        arr[small] = arr[i];
```

```
        arr[i] = temp;
```

```
    }
```

```
}
```

```
int main()
```

```
{
```

```
    int a[] = { 80, 10, 29, 11, 8, 30, 15 };
```

```
    int n = sizeof(a) / sizeof(a[0]);
```

```
    cout<< "before sorted:- "<<endl;
```

```
    printArr(a, n);
```

```
    selection(a, n);
```

```
    cout<< "after sorted"<<endl;
```

```
    printArr(a, n);
```

```
    return 0;
```

```
}
```

B. Selection Sort: Complexity Analysis

- In Selection sort algorithm,
 - the **best case** time complexity occurs when there is **no sorting** required,
 - i.e. the array is already sorted.
 - the **worst case** time complexity occurs when the array elements are required to be sorted in **reverse order**.
 - That means suppose you have to sort the array elements in ascending order, but its elements are in descending order.

Case	Time Complexity
Best Case	$O(n^2)$
Average Case	$O(n^2)$
Worst Case	$O(n^2)$

- Overall algorithm complexity is $O(n^2)$

C. Insertion Sort

- Insertion sort is a sorting algorithm that **places an unsorted element at its suitable place** in each iteration.
- The idea behind the insertion sort is that **first take one element, iterate it through the sorted array**.
- It is simple to use.
- It is **not appropriate for large data sets** as the time complexity of insertion sort in the average case and worst case is **$O(n^2)$** , where n is the number of items.
- Insertion sort is **less efficient** than the other sorting algorithms like heap sort, quick sort, merge sort, etc.

C. Insertion Sort: How it works?

- Insertion sort algorithm somewhat resembles Selection Sort and Bubble sort.
- Array is imaginary divided into two parts - **sorted** and **unsorted**.
- At the beginning, **sorted part** contains first element of the array and **unsorted one** contains the rest.
- At every step, algorithm **takes first element in the unsorted part** and **inserts it to the right place of the sorted one**.
- When unsorted part becomes empty, algorithm stops.
- It is reasonable to use **binary search algorithm** to find a proper place for insertion.
- Insertion sort works by inserting item into its proper place in the list.

C. Insertion Sort: How it works?

- Insertion sort works similarly as we **sort cards** in our hand in a card game.
 - We assume that the first card is already sorted then, we select an unsorted card.
 - If the unsorted card is greater than the card in hand, it is placed on the right otherwise, to the left.
 - In the same way, other unsorted cards are taken and put in their right place.
 - This process is repeated until all the cards are in the correct sequence.
- A similar approach is used by insertion sort.
- Insertion sort is **over twice as fast as the bubble sort** and is **just as easy to implement as the selection sort.**

C. Insertion Sort: Algorithm

Step 1 - If the element is the first element, assume that it is already sorted. Return 1.

Step 2 - Pick the next element and store it separately in a key.

Step 3 - Now, compare the key with all elements in the sorted array.

Step 4 - If the element in the sorted array is smaller than the current element, then move to the next element. Else, shift greater elements in the array towards the right.

Step 5 - Insert the value.

Step 6 - Repeat until the array is sorted.

C. Insertion Sort: Example 1

- Let the elements of array are –

12	31	25	8	32	17
----	----	----	---	----	----

- Initially, the first two elements are compared in insertion sort.

12	31	25	8	32	17
----	----	----	---	----	----

- Here, 31 is greater than 12.
 - That means both elements are already in ascending order.
 - So, for now, 12 is stored in a sorted sub-array.

12	31	25	8	32	17
----	----	----	---	----	----

C. Insertion Sort: Example 1

- Now, two elements in the sorted array are **12** and **25**. Move forward to the next elements that are **31** and **8**.

12	25	31	8	32	17
----	----	----	---	----	----

12	25	31	8	32	17
----	----	----	---	----	----

- Both **31** and **8** are not sorted. So, swap them.

12	25	8	31	32	17
----	----	---	----	----	----

- After swapping, elements **25** and **8** are unsorted.

12	25	8	31	32	17
----	----	---	----	----	----

- So, swap them.

12	8	25	31	32	17
----	---	----	----	----	----

C. Insertion Sort: Example 1

- Now, elements 12 and 8 are unsorted.

12	8	25	31	32	17
----	---	----	----	----	----

- So, swap them too.

8	12	25	31	32	17
---	----	----	----	----	----

- Now, the sorted array has three items that are 8, 12 and 25. Move to the next items that are 31 and 32.

8	12	25	31	32	17
---	----	----	----	----	----

- Hence, they are already sorted. Now, the sorted array includes 8, 12, 25 and 31.

8	12	25	31	32	17
---	----	----	----	----	----

C. Insertion Sort: Example 1

- Move to the next elements that are 32 and 17.

8	12	25	31	32	17
---	----	----	----	----	----

- 17 is smaller than 32. So, swap them.

8	12	25	31	17	32
---	----	----	----	----	----

8	12	25	31	17	32
---	----	----	----	----	----

- Swapping makes 31 and 17 unsorted. So, swap them too.

8	12	25	17	31	32
---	----	----	----	----	----

8	12	25	17	31	32
---	----	----	----	----	----

- Now, swapping makes 25 and 17 unsorted. So, perform swapping again.

8	12	17	25	31	32
---	----	----	----	----	----

- Now, the array is completely sorted.

C. Insertion Sort: Implementation

```
void insert(int a[], int n) /* function to sort an array with insertion sort */
```

```
{
```

```
    int i, j, temp;
```

```
    for (i = 1; i < n; i++) {
```

```
        temp = a[i];
```

```
        j = i - 1;
```

```
        while(j >= 0 && temp <= a[j]) /* Move the elements greater than temp to one position ahead from their current position */
```

```
        {
```

```
            a[j+1] = a[j];
```

```
            j = j-1;
```

```
        }
```

```
        a[j+1] = temp;
```

```
    }
```

```
}
```

```
int main() {
```

```
    int a[] = { 89, 45, 35, 8, 12, 2 };
```

```
    int n = sizeof(a) / sizeof(a[0]);
```

```
    cout<<"Before sorting: "<<endl;
```

```
    printArr(a, n);
```

```
    insert(a, n);
```

```
    cout<<"\nAfter sorting: "<<endl;
```

```
    printArr(a, n);
```

```
    return 0;
```

```
}
```

C. Insertion Sort: Complexity Analysis

- In Insertion sort algorithm,
 - the **best case** time complexity occurs when there is **no sorting required**,
 - i.e. the array is already sorted.
 - the **worst case** time complexity occurs when the array elements are required to be sorted in **reverse order**.
 - That means suppose you have to sort the array elements in ascending order, but its elements are in descending order.

Case	Time Complexity
Best Case	$O(n)$
Average Case	$O(n^2)$
Worst Case	$O(n^2)$

- Overall algorithm complexity is $O(n^2)$

Thank You

Question?