

```
# Sorting Algorithms
```

```
A1 = [7, 8, 5, 4, 9, 2]
```

```
# Insertion Sort
```

```
def insertion_sort(A):
```

```
    for i in range(1, len(A)):
```

```
        j = i - 1
```

```
        while A[j] > A[j + 1] and j >= 0:
```

```
            A[j], A[j + 1] = A[j + 1], A[j]
```

```
            j -= 1
```

```
# Selection Sort
```

```
def selection_sort(A):
```

```
    for i in range(0, len(A) - 1):
```

```
        min_index = i
```

```
        for j in range(i + 1, len(A)):
```

```
            if A[j] < A[min_index]:
```

```
                min_index = j
```

```
        if min_index != i:
```

```
            A[i], A[min_index] = A[min_index], A[i]
```

```
    return A
```

```
print(selection_sort(A1))
```

```
# Bubble Sort
```

```
def bubbleSort(A):
```

```
    for i in range(0, len(A) - 1):
```

```
        for j in range(0, len(A) - 1 - i):
```

```
            if A[j] > A[j + 1]:
```

```
                A[j], A[j + 1] = A[j + 1], A[j]
```

```
    return A
```

```
print(bubbleSort(A1))
```

```
# Merge Sort
```

```
def merge(A, first, middle, last):
```

```
    L = A[first:middle]
```

```
    R = A[middle:last + 1]
```

```
    L.append(999999999)
```

```
    R.append(999999999)
```

```
    i = j = 0
```

```
    for k in range(first, last + 1):
```

```
        if L[i] <= R[j]:
```

```
            A[k] = L[i]
```

```
            i += 1
```

```
        else:
```

```
            A[k] = R[j]
```

```
            j += 1
```

```
def merge_sort2(A, first, last):
```

```
    if first < last:
```

```
        middle = (first + last) // 2
```

```
        merge_sort2(A, first, middle)
```

```
        merge_sort2(A, middle + 1, last)
```

```
        merge(A, first, middle, last)
```

```
def merge_sort(A):
```

```
    merge_sort2(A, 0, len(A) - 1)
```

```
    return A
```

```
print(merge_sort(A1))
```

```
# Quick Sort Algorithm
```

```
def get_pivot(A, low, hi):  
    mid = (hi + low) // 2  
    pivot = hi
```

```
    if A[low] < A[mid]:  
        if A[mid] < A[hi]:  
            pivot = mid  
    elif A[low] < A[hi]:  
        pivot = low  
    return pivot
```

```
def partition(A, low, hi):  
    pivotIndex = get_pivot(A, low, hi)  
    pivotValue = A[pivotIndex]  
    A[pivotIndex], A[low] = A[low], A[pivotIndex]  
    border = low  
  
    for i in range(low, hi + 1):  
        if A[i] < pivotValue:  
            border += 1  
            A[i], A[border] = A[border], A[i]  
    A[low], A[border] = A[border], A[low]  
    return border
```

```
def quick_sort2(A, low, hi):  
    if low < hi:  
        p = partition(A, low, hi)  
        quick_sort2(A, low, p - 1)  
        quick_sort2(A, p + 1, hi)
```

```
def quick_sort(A):  
    quick_sort2(A, 0, len(A) - 1)  
    return A
```

```
# Shell Sort
```

```
numbers = [54, 26, 93, 17, 77, 31, 44, 55, 20]
```

```
def shell_sort(A):  
    subListCount = len(numbers) // 2  
    while subListCount > 0:  
        for i in range(subListCount):  
            SubListInsertionSort(numbers, i, subListCount)  
  
        print("After increments of size ", subListCount, "The list is ", numbers)  
        subListCount = subListCount // 2
```

```
def SubListInsertionSort(numbers, start, gapSize):  
    for i in range(start + gapSize, len(numbers), gapSize):  
        currentValue = numbers[i]  
        index = i  
  
        while index >= gapSize and numbers[index - gapSize] > currentValue:  
            numbers[index] = numbers[index - gapSize]  
            index -= gapSize  
        numbers[index] = currentValue
```

Heap Sort

class MaxHeap: **def** **__init__**(self, items=[]):

super().__init__()

self.heap = [0]

for i **in** items:

self.heap.append(i)

self.__floatUp(len(self.heap) - 1)

def push(self, data):

self.heap.append(data)

self.__floatUp(len(self.heap) - 1)

def peek(self): **if** self.heap[1]: **return** self.heap[1] **else**: **return** False **def** pop(self): **if** len(self.heap) > 2:

self.__swap(1, len(self.heap) - 1)

max = self.heap.pop()

self.__bubbleDown(1)

elif len(self.heap) == 2:

max = self.heap.pop()

else:

max = False

return max **def** __swap(self, i, j):

self.heap[i], self.heap[j] = self.heap[j], self.heap[i]

def __floatUp(self, index):

parent = index // 2

if index <= 1: **return** **elif** self.heap[index] > self.heap[parent]:

self.__swap(index, parent)

self.__floatUp(parent)

def __bubbleDown(self, index):

left = index * 2

right = index * 2 + 1

largest = index

if len(self.heap) > left **and** self.heap[largest] < self.heap[left]:

largest = left

if len(self.heap) > right **and** self.heap[largest] < self.heap[right]:

largest = right

if largest != index:

self.__swap(index, largest)

self.__bubbleDown(largest)

m = MaxHeap([95, 3, 21])

m.push(10)

print(str(m.heap[0:len(m.heap)]))**print**(str(m.pop()))**print**(str(m.heap[0:len(m.heap)]))