

Insertion Sort (GFG)

// code

```
class Solution {  
  
public:  
  
    void insertionSort(vector<int>& arr) {  
  
        int n=arr.size()  
  
        for(int i=1;i<n;i++){  
  
            int key=arr[i];  
  
            int j=i-1;  
  
            while(j>=0&&arr[j]>key){  
  
                arr[j+1]=arr[j];  
  
                j--;  
  
            }  
  
            arr[j+1]=key;  
  
        }  
  
    }  
  
};
```

The screenshot displays a coding platform interface with a dark theme. On the left, the 'Output Window' shows 'Compilation Results' for 'Y.O.G.I. (AI Bot)'. It indicates 'Problem Solved Successfully' with a green checkmark. Below this, a summary box shows 'Test Cases Passed: 1115 / 1115', 'Attempts: Correct / Total: 1 / 1', 'Accuracy: 100%', 'Points Scored: 2 / 2', and 'Time Taken: 0.03'. At the bottom, it suggests solving 'Bubble Sort', 'Selection Sort', and 'Counting Sort', and includes a link to 'Kick start your career with GFG 160!'. On the right, the code editor shows the C++ implementation of Insertion Sort, which matches the code provided in the text above. The code includes necessary headers, uses the 'std' namespace, and defines the 'insertionSort' function within the 'Solution' class. The 'Submit' button at the bottom right is highlighted in green.