DOMICIANO RINCÓN

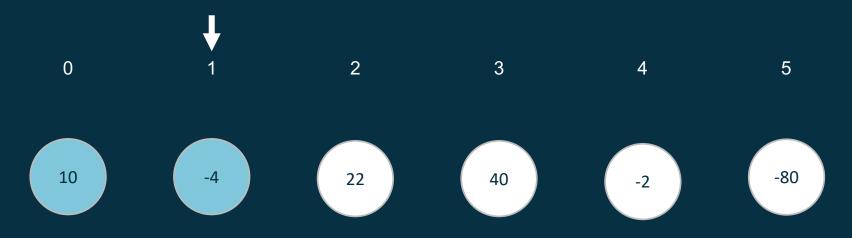
INGENIERÍA TELEMÁTICA INGENIRÍA DE SISTEMAS



0 1 2 3 4 5

10 -4 22 40 -2 -80

0 1 2 3 4 5 10 -4 22 40 -2 -80



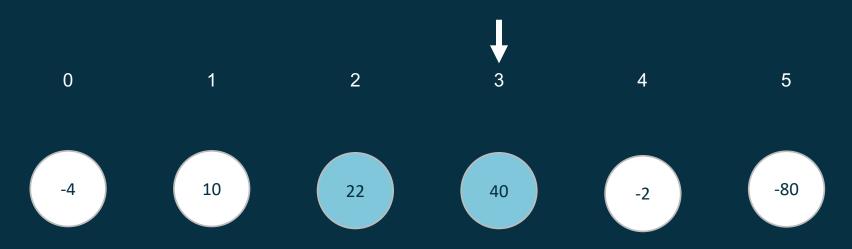
Comparamos
Como -4<10 es verdadero
intercambiamos



Comparamos
Como -4<10 es verdadero
intercambiamos



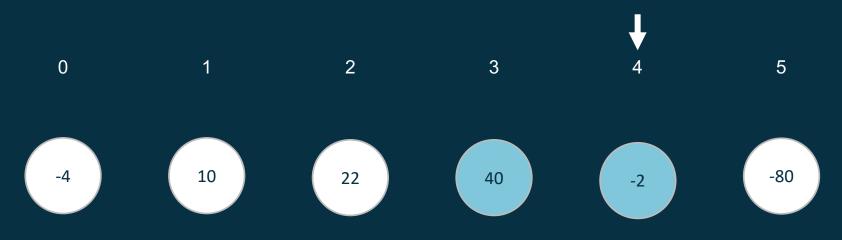
Comparamos
Como 22<10 es falso
NO intercambiamos



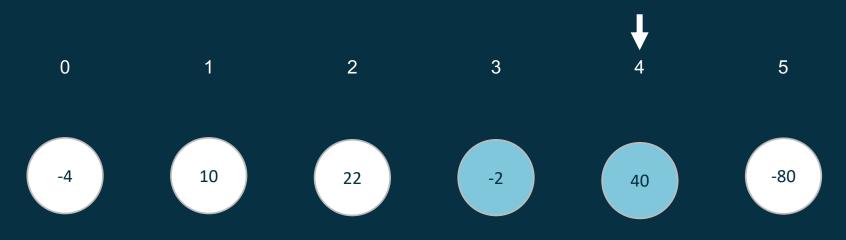
Comparamos Como 40<22 es false NO intercambiamos

0 1 2 3 4 5

-4 10 22 40 -2 -80

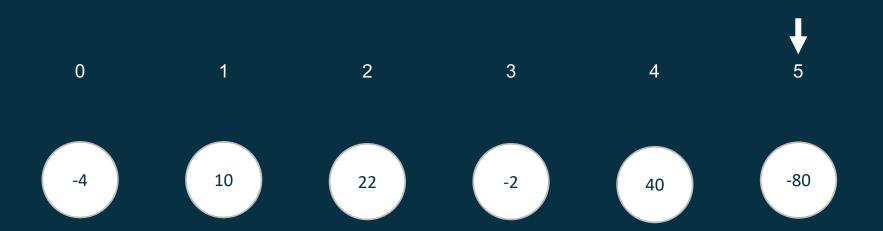


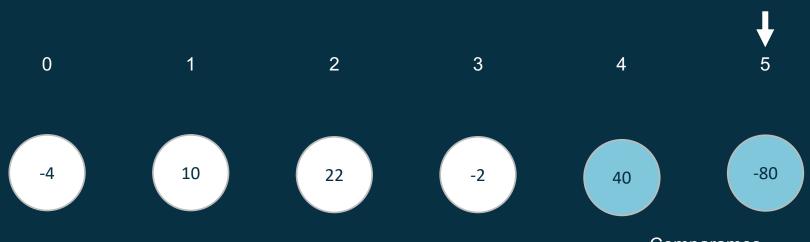
Comparamos
Como -2<40 es verdadero
intercambiamos



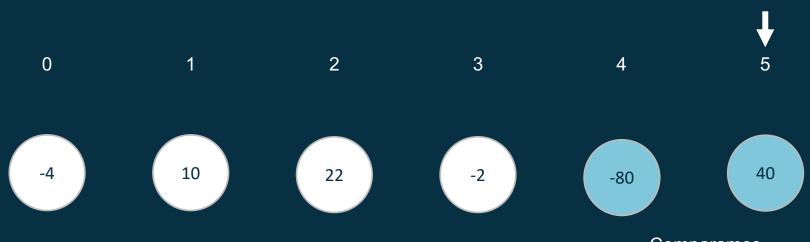
Comparamos
Como -2<40 es verdadero
intercambiamos

0 1 2 3 4 5



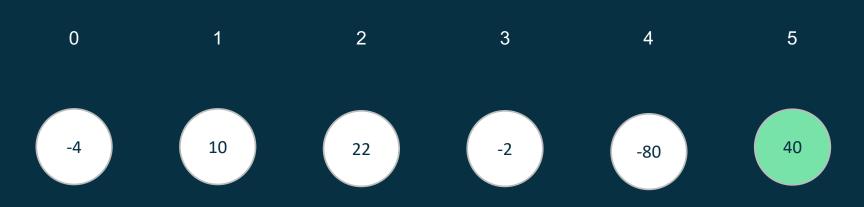


Comparamos
Como -80<40 es falso
intercambiamos



Comparamos
Como -80<40 es falso
intercambiamos

0 1 2 3 4 5



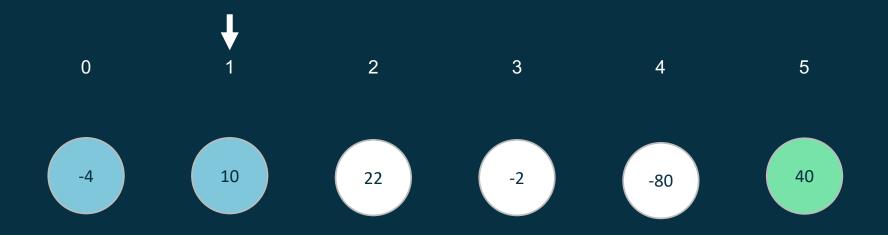
Después de la iteración, el último número queda fijo porque es el mayor número

 0
 1
 2
 3
 4
 5

 -4
 10
 22
 -2
 -80
 40

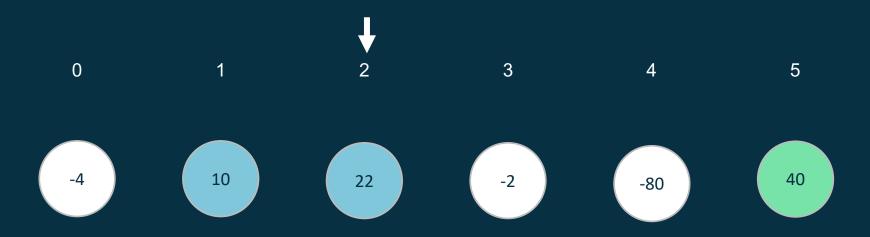


Seguimos con la siguiente iteración

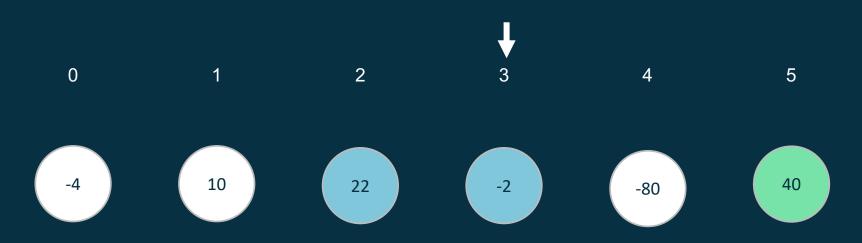


10<-4 es false NO intercambiamos

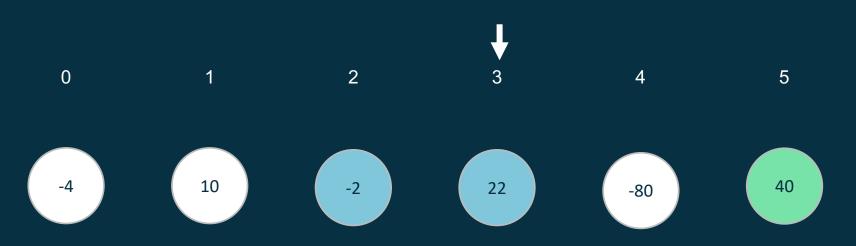




22<10 es false NO intercambiamos



-2<22 es true Intercambiamos



-2<22 es true Intercambiamos

0 1 2 3 4 5



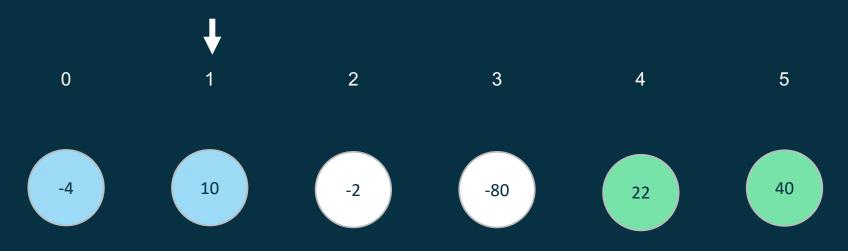
-80<22 es true Intercambiamos



-80<22 es true Intercambiamos

0 1 2 3 4 5

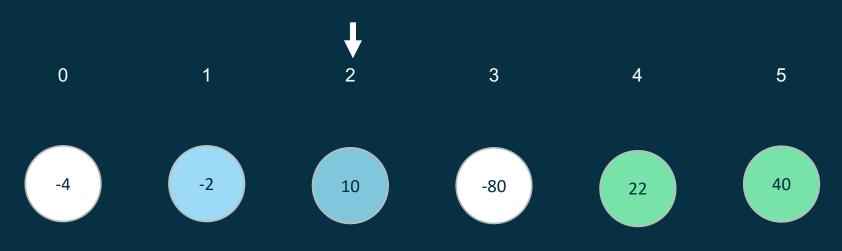
0 1 2 3 4 5



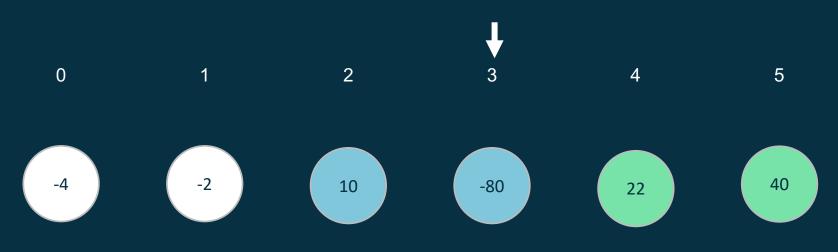
10<-4 es true NO intercambiamos



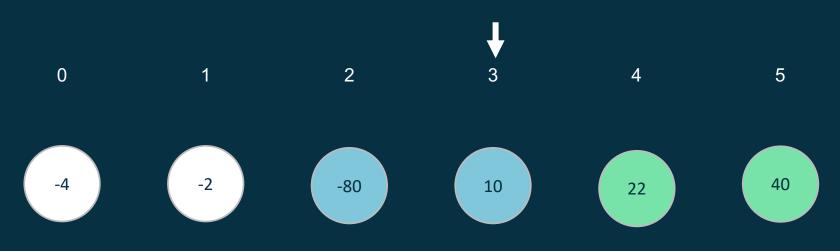
-2<10 es true Intercambiamos



-2<10 es true Intercambiamos



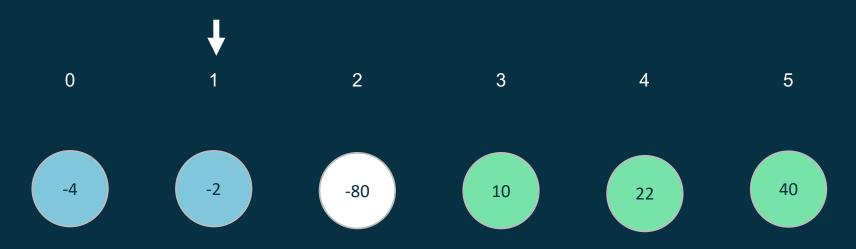
-80<10 es true Intercambiamos



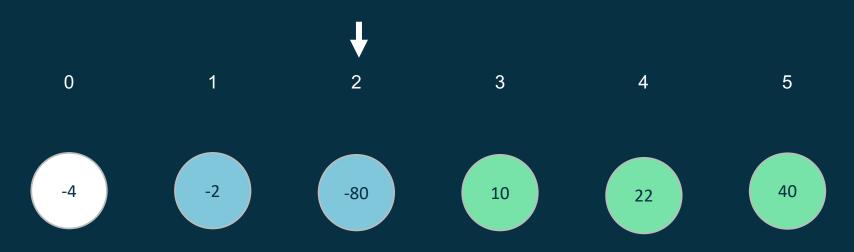
-80<10 es true Intercambiamos

0 1 2 3 4 5

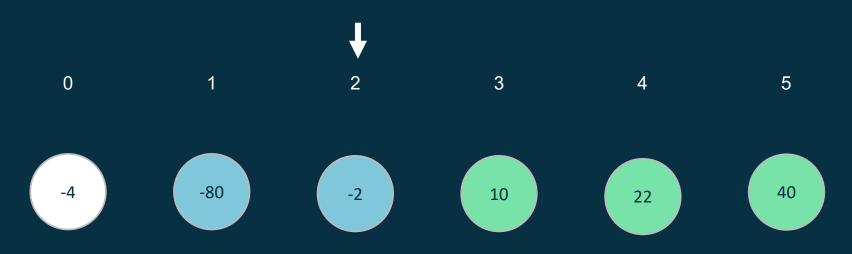




-2<-4 es false NO intercambiamos

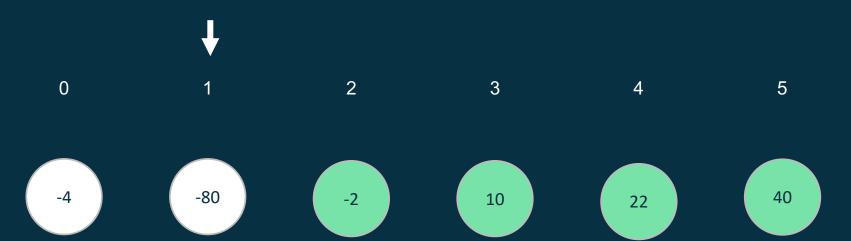


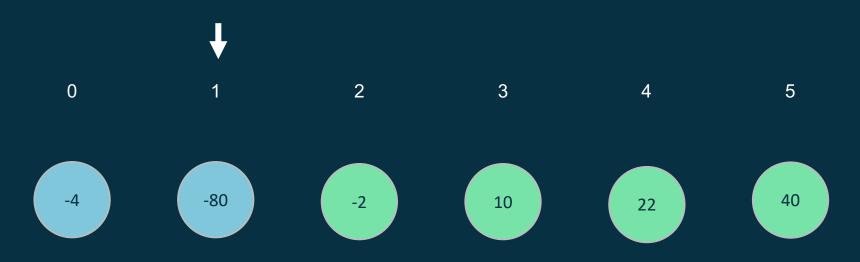
-80<-2 es tru Intercambiamos



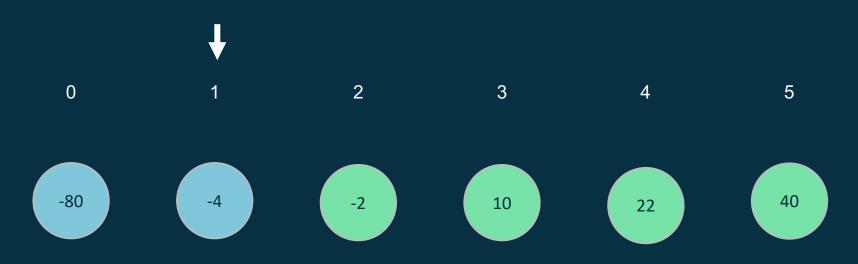
-80<-2 es tru Intercambiamos

0 1 2 3 4 5 -4 -80 -2 10 22 40





-80<-4 es true Intercambiamos



-80<-4 es true Intercambiamos

