```
1-/********************************
2
                             Online C Compiler.
                  Code, Compile, Run and Debug C program online.
4
   Write your code in this editor and press "Run" button to compile and execu
6
   8
   #include <stdio.h>
   #include <stdlib.h>
9
   #include <time.h>
10
11
12
   //swap function
13
14
   void swap(int *x, int *y)
15
     int temp = *x;
16
     *x = *y;
17
     *y = temp;
18
19
20
   //Selection Sort
21
22 -
   void selectionsort(int A[],int n)
   н
23
24
25
       int i, j, min;
       for(i = 0; i < n-1; i++)
26
27
          min = i;
28
29
30
31
32
33
34
35
36
37
           for(j = i+1; j < n; j++)
                f(A[j] < A[min])
                  min = j;
           swap(&A[min],&A[i]);
```

```
//Bubble Sort
void bubblesort(int A[],int n)
    int i,j,temp;
    for (i = 0; i < n; i++)
        for (j = i+1 ; j < n ; j++)
           if(A[i] > A[j])
               temp = A[i];
               A[i] = A[j];
               A[j] = temp;
//display array
void display(int A[],int n)
   int i;
    for(i=0;i<n;i++)
       printf("%d ",A[i]);
int main()
    int A[2000],n,i;
    clock_t start,end;
    double time_taken;
    printf("Enter the size of the array: ");
```

```
int main()
   int A[2000],n,i;
    clock t start, end;
   double time_taken;
    printf("Enter the size of the array: ");
    scanf("%d",&n);
    for(i=0;i<n;i++)
       A[i]=rand()%200;
    printf("\n\nUnsorted Array:\n");
    display(A,n);
    //Selection Sort
    start = clock();
    selectionsort(A,n);
    end = clock();
    time_taken = ((double)(end-start))/CLOCKS_PER_SEC;
     rintf("\n\nArray after Selection Sort:\n");
    display(A,n);
    printf("\n\nTime taken for Selection Sort: %lf s".time_taken);
    //Bubble Sort
    start = clock();
    bubblesort(A,n);
    end = clock();
    time_taken = ((double)(end-start))/CLOCKS_PER_SEC;
     rintf("\n\nArray after Bubble Sort:\n");
    display(A,n);;
    printf("\n\nTime taken for Bubble Sort: %lf s".time_taken);
    return 0;
```

Enter the size of the array: 100