

void bubSort

Accepts an unsigned short array a, as well as integer size.
a, as is the default, is passed by reference, while size is passed by value.

Declare/initialize in for loop: maxEl=size-1

False True
maxEl>0

maxEl--

Declare/initialize in for loop: index=0

True False
index<maxEl

index++

a[index]>a[index+1]

Swap a[index] and a[index+1]

end of function

