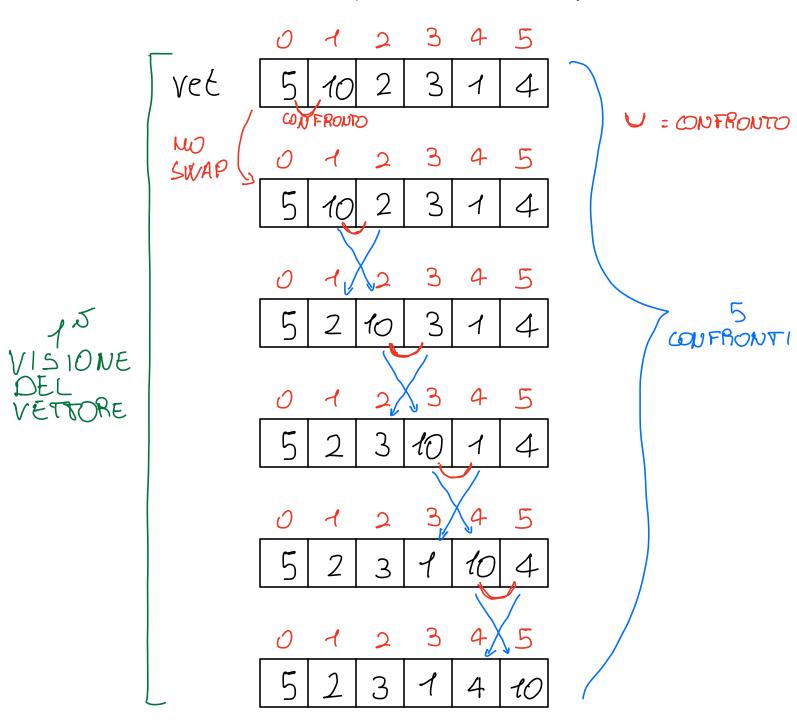
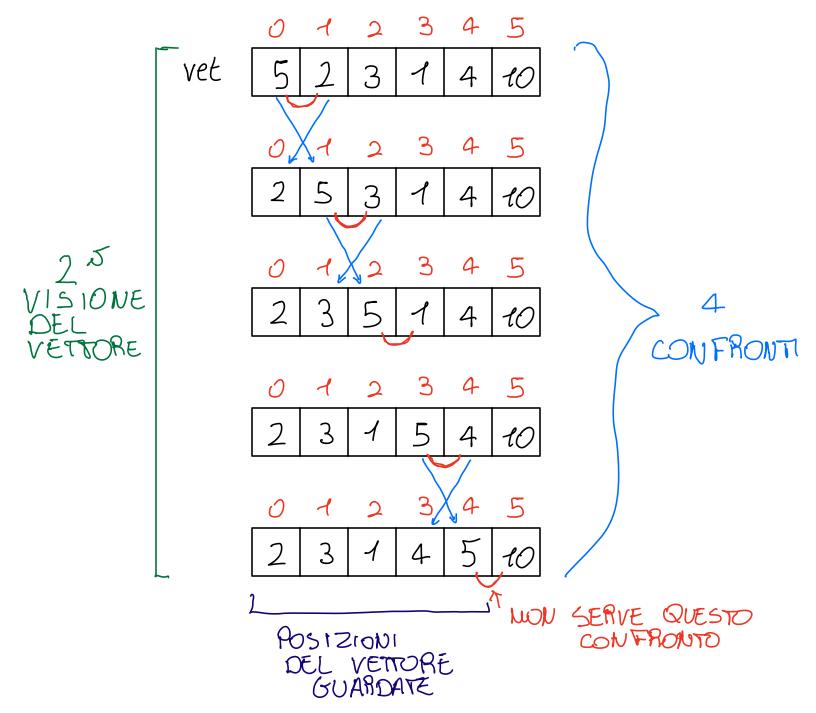
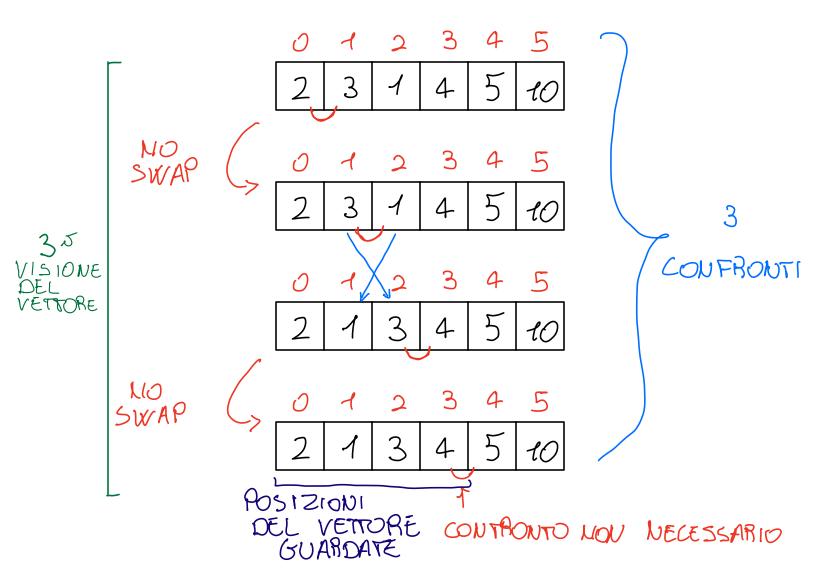
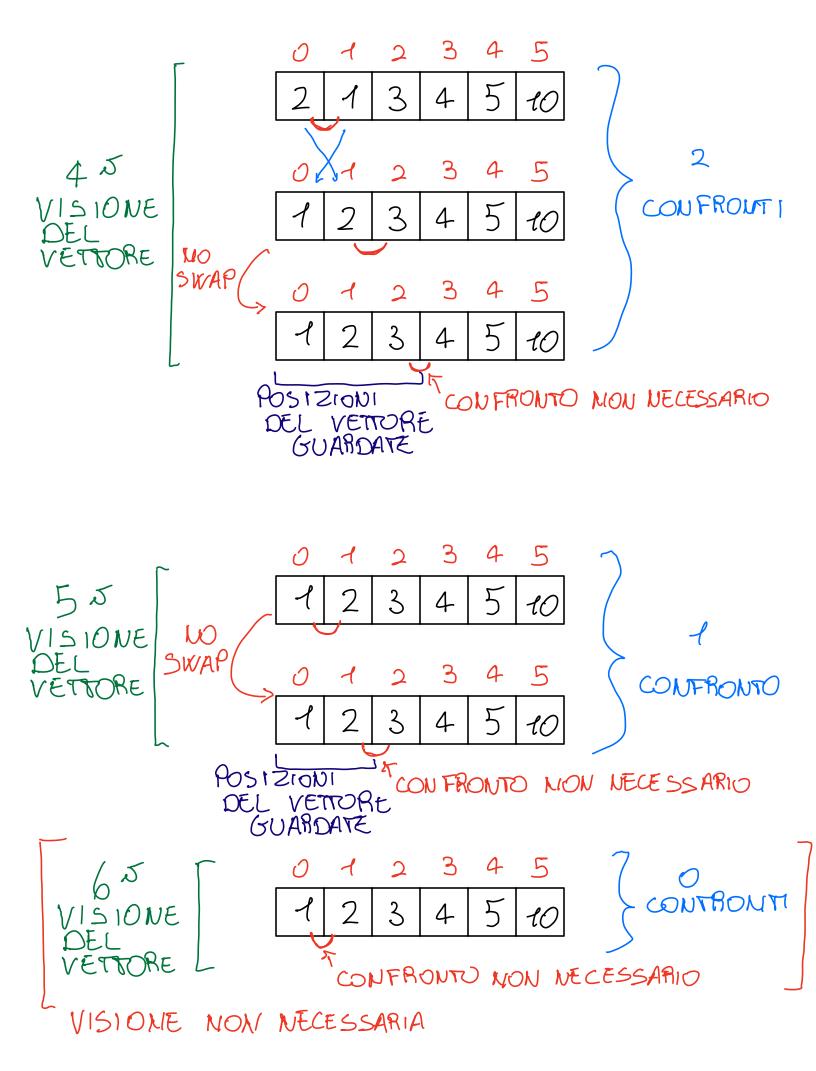
BUBBLE SORT

PRIMA DEL -> # define DIM 6
main() -> int vet[DIM] = { 5, 10, 2, 3, 1,4 };









FUNZIONE BUBBLE SORT

```
void bubble Sort (int vet[], int dim)}
    int int
    int tmp;
    for (i=0; i2(dim-1); i++)}
        for (j=0; j < (dim-i-1); j++) {
      if (vet [j] > vet [j+7]) {

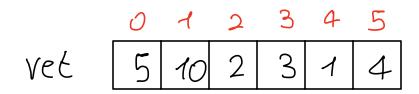
tmp = vet [j];

vet [j+7] = tmp;

vet [j+7] = tmp;
                                                    L'OADINE
```

INSERTION SORT

PRIMA DEL -> # define DIM 6
main() -> int vet[DIM] = \ 5, 10, 2, 3, 1,4 \ i



IDEA: SCORRO IL VETTORE DA SINISTRA A DESTRA E VADO A POSIZIONARE I VALORI NELLA POSIZIONE CORRETTA. COHE ORDINARE LE CARTE IN UNA MANO.

