#include <iostream>

#include <cstdlib>

using namespace std;

const int MAX = 10;

int Data[MAX];

// Prosedur menukar data

void Tukar(int\* a, int\* b) {

int temp = \*a;

\*a = \*b;

\*b = temp;

}

// Prosedur pengurutan metode gelembung

void BubbleSort() {

int i, j;

for (i = 1; i < MAX - 1; i++) {

for (j = MAX - 1; j >= i; j--) {

if (Data[j - 1] > Data[j]) {

Tukar(&Data[j - 1], &Data[j]);

}

}

}

}

int main() {

int i;

srand(0);

// Membangkitkan bilangan acak

cout << "DATA SEBELUM TERURUT" << endl;

for (i = 0; i < MAX; i++) {

Data[i] = rand() / 1000 + 1;

cout << "Data ke " << i << " : " << Data[i] << endl;

}

BubbleSort();

// Data setelah terurut

cout << "\nDATA SETELAH TERURUT" << endl;

for (i = 0; i < MAX; i++) {

cout << "Data ke " << i << " : " << Data[i] << endl;

}

return 0;

}