```
int main()
{
    int data[100],i,n,step,temp;
    printf("Enter the number of elements to be sorted: ");
    scanf("%d",&n);
    for(i=0;i<n;++i)</pre>
    {
        printf("%d. Enter element: ",i+1);
        scanf("%d",&data[i]);
    }
    for(step=0;step<n-1;++step)</pre>
    for(i=0;i<n-step-1;++i)</pre>
    {
        if(data[i]>data[i+1]) /* To sort in descending order, change >
to < in this line. */
        {
            temp=data[i];
            data[i]=data[i+1];
            data[i+1]=temp;
        }
    }
    printf("In ascending order: ");
    for(i=0;i<n;++i)</pre>
         printf("%d ",data[i]);
    return 0;
}
```

```
int main()
 {
    int data[100],i,n,steps,temp;
    printf("Enter the number of elements to be sorted: ");
    scanf("%d",&n);
    for(i=0;i<n;++i)</pre>
      {
       printf("%d. Enter element: ",i+1);
       scanf("%d",&data[i]);
    }
    for(steps=0;steps<n-1;++steps)</pre>
    for(i=steps+1;i<n;++i)</pre>
     {
         if(data[steps]>data[i])
/* To sort in descending order, change > to <. */</pre>
           {
              temp=data[steps];
              data[steps]=data[i];
              data[i]=temp;
         }
    }
    printf("In ascending order: ");
    for(i=0;i<n;++i)</pre>
        printf("%d ",data[i]);
    return 0;
}
```

```
#include<stdio.h>
int main()
{
       int data[100],n,temp,i,j;
       printf("Enter number of terms(should be less than 100): ");
       scanf("%d",&n);
       printf("Enter elements: ");
       for(i=0;i<n;i++)</pre>
       {
               scanf("%d",&data[i]);
       }
       for(i=1;i<n;i++)</pre>
       {
               temp = data[i];
               j=i-1;
               while(temp<data[j] && j>=0)
/*To sort elements in descending order, change temp<data[j] to
temp>data[j] in above line.*/
               {
                       data[j+1] = data[j];
                       --j;
               }
               data[j+1]=temp;
       }
       printf("In ascending order: ");
       for(i=0; i<n; i++)</pre>
               printf("%d\t",data[i]);
    return 0;
}
```