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#include<stdio.h>

#define n 7

int a[50] ,b[50];
int array[50] ,len;

void printarray(int arr[] ,int len){
    for(int i=0 ;i<len ;i++){
        printf("%d\t",arr[i]);
    }
}

void swap(int i,int j,int arr[]){
    int tmp;
    tmp=arr[i];
    arr[i]=arr[j];
    arr[j]=tmp;
}

void bubblesort(int arr[] ,int len){
    int tmp;
    printf("before bubble sort : ");
    printarray(arr,len);
    printf("\n");

    for(int i=0 ;i<len-1 ;i++){
        for(int j=0 ;j<len-i-1 ;j++){
            if(arr[j]>arr[j+1])
                swap(j,j+1,arr);

            printf("\t");
            printarray(arr,len);
            printf("\n");
        }
    }
}

void insertionsort(int arr[] ,int len){
    int tmp,minv,j;
    printf("before insertion sort : ");
    printarray(arr,len);
    printf("\n");

    for(int i=1 ;i<len ;i++){
        minv=arr[i];
        for(j=i-1 ;j>=0 ;j--){
            if(minv<arr[j])
                arr[j+1]=arr[j];
            else
                break;
        }
    }
}

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        }
        arr[j+1]=minv;

        printf("\t");
        printarray(arr,len);
        printf("\n");
    }
}

void selectionsort(int arr[] ,int len){
    int min,tmp;
    printf("before selection sort : ");
    printarray(arr,len);
    printf("\n");

    for(int i=0 ;i<len-1 ;i++){
        min=i;
        for(int j=i+1 ;j<len ;j++){
            if(arr[j]<arr[min])
                min=j;

            if(arr[i]>arr[min])
                swap(i,min,arr);
            printf("\t");
            printarray(arr,len);
            printf("\n");
        }
    }
}

//merge sort
void mergesort(int low, int mid, int high, int arr[] ){

    int k=low,i=low,j=mid+1;
    while((i<=mid) && (j<=high)){
        if(arr[i] <= arr[j]){
            b[k]=arr[i];
            i++;
        }
        else{
            b[k]=arr[j];
            j++;
        }
        k++;
    }
    while(i<=mid){
        b[k]=arr[i];
        k++;
        i++;
    }
    while(j<=high){

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        b[k]=arr[j];
        k++;
        j++;
    }
    for(i=low; i<=high; i++)
        arr[i]=b[i];

    printf("\t");
    printarray(arr,len);
    printf("\n");
}
void mergesplit(int arr[], int low, int hi){
    if(low < hi){
        int mid=(low+hi)/2;
        mergesplit(arr ,low ,mid);
        mergesplit(arr ,mid+1 ,hi);
        mergesort(low ,mid ,hi ,arr);
    }
}

//quicksort
void quicksort(int arr[], int first, int last){
    if(first<last){
        int i,j,pivot;
        i=first;
        j=last;
        pivot=arr[first];
        while(i<j){
            while(arr[i]<=pivot && i<last)
                i++;
            while(arr[j]>=pivot && j>first)
                j--;
            if(i<j)
                swap(i,j,arr);
        }
        swap(j,first,arr);

        printf("\t");
        printarray(arr,len);
        printf("\n");

        quicksort(arr,first,j-1);
        quicksort(arr,j+1,last);
    }
}

int main(){
    len=8;
    int array[]={100,5,3,8,2,7,9,1};

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//      printf("enter the array size : ");
//      scanf("%d",&len);

//      printf("enter the array elements : ");
//      for(int i=0;i<len;i++)
//          scanf("%d",&array[i]);

int choice, pos;

printf("\n1...bubble sort\n");
printf("2...insertion sort\n");
printf("3...selection sort\n");
printf("4...merge sort\n");
printf("5...quick sort\n");
printf("6...quit\n");
int quit=1;
while(quit!=0){
    printf("\nOption : ");
    scanf("%d",&choice);
    for(int i=0; i<len; i++)
    {
        a[i]=array[i];
    }
    switch(choice){
        case 1: bubblesort(a,len);
            break;
        case 2: insertionsort(a,len);
            break;
        case 3: selectionsor(a,len);
            break;
        case 4: printf("before merge sort : ");
            printarray(a,len);
            printf("\n");
            mergesplit(a ,0 ,len-1);
            break;
        case 5: printf("before quick sort : ");
            printarray(a,len);
            printf("\n");
            quicksort(a ,0 ,len-1);
            break;
        case 6: printf("***program terminated*** ");
            quit=0;
            break;
        default:
            printf("\n1...bubble sort\n");
            printf("2...insertion sort\n");
            printf("3...selection sort\n");
            printf("4...merge sort\n");
            printf("5...quick sort\n");
            printf("6...quit\n");
    }
}

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    }  
    }  
    return 0;  
}
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- 1...bubble sort
- 2...insertion sort
- 3...selection sort
- 4...merge sort
- 5...quick sort
- 6...quit

Option : 1

before bubble sort : 100 5 3 8 2 7 9 1

5	3	8	2	7	9	1	100
3	5	2	7	8	1	9	100
3	2	5	7	1	8	9	100
2	3	5	1	7	8	9	100
2	3	1	5	7	8	9	100
2	1	3	5	7	8	9	100
1	2	3	5	7	8	9	100

Option : 2

before insertion sort : 100 5 3 8 2 7 9 1

5	100	3	8	2	7	9	1
3	5	100	8	2	7	9	1
3	5	8	100	2	7	9	1
2	3	5	8	100	7	9	1
2	3	5	7	8	100	9	1
2	3	5	7	8	9	100	1
1	2	3	5	7	8	9	100

Option : 3

before selection sort : 100 5 3 8 2 7 9 1

1	5	3	8	2	7	9	100
1	2	3	8	5	7	9	100
1	2	3	8	5	7	9	100
1	2	3	5	8	7	9	100
1	2	3	5	7	8	9	100
1	2	3	5	7	8	9	100

Sorting Algo

Algorithm

I. void printarray (int arr[], int len)

1. START
2. for (int i = 0 to len)
 1. print (arr[i] + "\t")
3. End for
4. STOP

~~II. void swap (int i, int j, int arr[])~~

- ~~1. START~~
- ~~2. swap int~~

III. void bubble sort (int arr[], int len)

1. START
2. ~~print~~ ("before" for (int i = 0 to len-1)
 1. for (int j = 0 to len-1-i)
 1. if (arr[j] > arr[j+1])
 1. swap (~~arr[i]~~, arr[j])
 2. End if
 2. End for
3. print array (arr, len)

3. End for

4. STOP

III void insertionsort (int arr[], int len)

1. START

2. for (int i = 1 to len-1)

1. ~~for~~ minval = arr[i];

2. for (int j = i-1 to 0)

1. If (minval < arr[j])

1. arr[j+1] = arr[j]

2. Else

1. break.

3. End for

4. arr[j+1] = minval

~~3. End for~~ 5. Print Array (arr, len)

3. End for

4. STOP

IV void selectionsort (int arr[], int len)

1. START

2. int min;

3. for (int i = 0 to len-1)

1. min = i

2. for (int j = i+1 to len)

1. if (arr[i] < arr[min])
 1. min = i
2. End If
3. End for
4. if (arr[i] > arr[min])
 1. swap (~~i, min~~ arr[i], arr[min])
5. End If
6. print array (arr, len)
7. STOP

IV void main()

1. START
2. create array
3. call bubble sort, insertion sort & selection sort
4. ~~sort~~ STOP