Selection sort

private **QueueTAD**<Game> selectionSort(**ArrayList**<Game> list){

**QueueTAD**<Game> queue = new QueueTAD<>(); 1

for (int i = 0; i < list.size(); i++) { n+1

**Game** minor = list.get(i); n

int pos = i; n

for (int j = i + 1; j < list.size(); j++) {

if (minor.compareTo(list.get(j)) > 0) {

minor = list.get(j);

pos = j;

}

}

**Game** temp = list.get(i); n

list.set(i, minor); n

list.set(pos, temp); n

}

for (**Game** game : list) { n+1

queue.add(game); n

}

return queue; 1

}

Insertion sort:

private **QueueTAD**<Game> insertionSort(**ArrayList**<Game> list){

**QueueTAD**<Game> queue = new QueueTAD<>(); 1

for (int i = 0; i < list.size(); i++) { n+1

**Game** minor = list.get(i); n

for (int j = i + 1; (j < list.size()); j++) {

if (minor.compareTo(list.get(j)) > 0) {

**Game** temp = list.get(j);

list.set(j, minor);

list.set(i, temp);

}

}

}

for (**Game** game : list) { n+1

queue.add(game); n

}

return queue; 1

}