RE AIM. waite paggrams to implement the tollowing implement dollowing algo, and print number of comparison and charps/shitts don each of the tollowing cases case I imput data is already sorted cose 2: input data is neversly sorted cases: input data is sandonly ordered as length even of b> length odd even Algorithm 1: Insertion Sout Algo: mark diast element as sorted to, each unsorted element x extract the element x to a of - lastunscated index down to 0 it current element J > x move souted element to right by 1 else break the loop and insert & there Gde: Void insertionSort (vector (int> & arr) { int i, key, J, n = and . sire(); int count Comp = 0; 11 counting comparisons int countswap = 0; 11 counting swap do + (tat i=0; i<n; i++) { key = 922[i] J=1-1' Count Competi // diest while loop comp cheek

while (1>00 of am(1) & key) { Count Comp ++: Guntswapet; 11 every time when 11 Condition is the swap Itake a place ([[] +10 = [1+[] +10 1 ----044[]+1] = key; Cout << "Total numbers of Comparisons are" « Gunt Comp << "In Total numbers of supps are" << Guntswap << endl; Gose 1: 7, 9, 12, 13, 17 output: Total numbers of Comparisons are 4 and Total numbers of swaps are 0. Que 2: 17, 13, 12, 9, 7 Total numbers of Companisons are 14 and Total numbers of crupps are 10. (we 5: 0)7, 12, 13, 9, 17 Total numbers of Comparisons are 6 and total numbers of swaps are 2

7,12,13,9,17,1 6>_ Total numbers of ampaulsons are 12 and Total Numbers of Guzzps are 7. Ago 2: Selection Sort Algo: repeat (number of Element - 1) times Set diest unsorted element as minimum to each unsorted elements it (element < annent Minimum) Oct new element as minimum Owgp minimum with first unsorted position (ode: Void selectionSout (vector < int > & and) { int i, J. min Index, n = and . size(); int Gunt Comp = 0; int Count (Swyp = 0; doa (i=0; icn-1; i++) { min Index = i; don(j = i+1; J<n, J++) L Count Comp ++; it (minIdx = i) + it (and[j] < and [minIdx]) minAx =J; // CountComp ++; we not considering this comp.
// becase it not haping. it (minIdx != i) { // blw arrays elements Swap (asa [min Idx, asa [i]); 7

Gue 1: 7 9, 12, 13, 17 Total numbers of comparisons are 10 Cout << "Total numbers of Companisors are" << countemp 12 ~ "In Total numbers of suggs are" ec countswap ec end; Cose 1: 7, 9, 12, 13, 17 Total numbers of companisons are 10 Total numbers of dwgps are O. & case 2: 17, 13, 12, 9,7 Total numbers of Companisons are 10 Total numbers of swaps above 2. Case 3: 7, 12, 13, 9, 17 Total numbers of amparisons are 10 Total numbers of ampenisons are 1. Core 4: 7, 12, 13, 9, 17, 1 Total numbers of companisons one 15 Total numbers of composis swaps are 5

ascending decending fundam Sorting Comp Cont Comp ant Comp Cate 14 10 0(n2) Insertion 0(n) 10 2 0(n2) $\frac{10}{0(n^2)}$ Selection 0(n2) Sont Lo dor seletion sort theire are some number of comp. to every ase and for insertion cost best use is when away is sorted so lowest number of Comp are there but worst cose is when array is reversly sorted so highest number of comp. are this * Magic Square and 1: position of next number by decrementing and number. the prev. number by I incrementing col 17 400 =-1 - n-1 $m(0)=n\rightarrow 0$ Cond 2: It the magic esq. already contains a Number at the Calculated Col position will be dee by 2 and acculated now position will be inc. by 1. and 3: it the ad calculated now positions is -12 Colcylared column position is n, the new position would be: (0, m-2)

Code ! MagicSquare (int n) { Void int oqu[n][n]; dor (i=0; icn; i++) 6 do+(= 0; j×n; 3++) + magicqu[i](j] =0; 7:= n/2; J=n-1; dos (num = 1; num <= n*n;) { i+ (i== -1 && ===n) {// 31d cond J=n-2; 1=0; j else ¿ i+ (j ==n) J=0 it (ico) i= m - 1; J it (mogutistis) L 7-22, Continue else Squ (i][] = numat;

to-(i=0; ien; i++) { to, (a = 0; 0 < n; 0++)

Prints ("1", d", squ (i)(i));

Prints ("1"); L void main() { int n=3; 1/ sor only odd numbers (squ(n);