```c
#include "tp0.h"
#include <stdbool.h>


void swap (int* x, int* y) {
      int aux=0;
      aux = *x;
      *x = *y;
      *y = aux;
      return;
}


int maximo(int vector[], int n) {
      if (n==0)
            return -1;
      int posc_max=0;
      for(int i=0;i<n;i++){
            if(vector[posc_max]<vector[i])
                  posc_max=i;
      }
      return posc_max;
}


int comparar(int vector1[], int n1, int vector2[], int n2) {
      const int VECTOR1_MENOR=-1,VECTOR2_MENOR=1,VECTORES_IGUALES=0;
      int i=0;
      while(i<n1 && i<n2){//Mientras los 2 arreglos tengan elementos
            if (vector1[i]<vector2[i])
                  return VECTOR1_MENOR;
            else if (vector1[i]>vector2[i])
                  return VECTOR2_MENOR;
            i++;
      }
      if(n1<n2)
            return VECTOR1_MENOR;
      else if (n1>n2)
            return VECTOR2_MENOR;
      return VECTORES_IGUALES;
}




void seleccion(int vector[], int n) {
      for(int i=0;i<n;i++){
            int min=i;
            for(int j=i+1;j<n;j++){
                  if(vector[j]<vector[i]){
                        min=j;
                        swap(&vector[i],&vector[min]);
                  }
            }
      }
      return;
}
```