

Sorting Algorithm

① Bubble Sort

② Insertion Sort

Insertion Sort

* Think of it as cards



Consider element 2

Is $9 > 3$

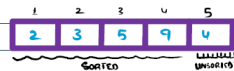
Yes

temp = 3

Shift 9 to right

element 1 will be empty

store 3 in element 1



temp = 2

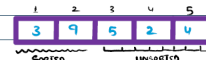
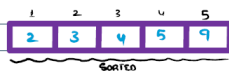
Consider element 5

Where 4 should be inserted?

store 4 to temp

shift element 3 and 4 to right

insert 4 in element 3



temp = 3

Consider element 3

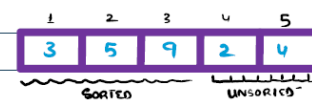
Where 5 should be inserted?

btw 3 and 9

Store 5 to temp variable

Shift 9 to right

Insert 5 btw 3 and 9



temp = 5

Consider element 4

Where 2 should be inserted?

store 2 to temp

and shift element 1, 2 and 3 values to right

insert 2 in element 1

Pseudocode

| | | | | | | | | | | |
|----------|----|----|----|----|----|----|----|----|----|----|
| I | | | | | | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| CardData | 11 | 12 | 25 | 33 | 52 | 56 | 57 | 59 | 91 | 85 |

ArraySize \leftarrow 10

FOR Pointer \leftarrow 2 TO ArraySize

ValueToInsert \leftarrow CardData[Pointer]

HolePosition \leftarrow Pointer

} storing

WHILE (HolePosition > 1) AND (CardData[HolePosition-1] > ValueToInsert) DO

CardData[HolePosition] \leftarrow CardData[HolePosition-1]

HolePosition \leftarrow HolePosition - 1

END WHILE

shifting

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CardData[HolePosition] ← ValueToInsert ] Insertion
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END FOR
```

Q- Situation and reason when insertion sort is more efficient than a bubble sort.

Situation: When a list is almost sorted

Reason: ... Because it will stop as soon as it is sorted

Situation: When there are large number of data items

Reason: Because it will perform fewer comparisons.

File 1: Q 16, 28(b), 36(c), 42, 50

File 2: Q 4, 14

- Works well for incremental sorting as elements are added to a list over a period of time

- As the number of elements increase, time taken to sort the data increase.

- As number of elements increase, performance of bubble sort deteriorates faster than insertion sort.