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Bubble sort

```
#include <stdio.h>

int main()
{
    int array[100], n, c, d, swap;

    printf("Enter number of elements\n");
    scanf("%d", &n);

    printf("Enter %d integers\n", n);

    for (c = 0; c < n; c++)
        scanf("%d", &array[c]);

    for (c = 0 ; c < n - 1; c++)
    {
        for (d = 0 ; d < n - c - 1; d++)
        {
            if (array[d] > array[d+1])
            {
                swap      = array[d];
                array[d]  = array[d+1];
                array[d+1] = swap;
            }
        }
    }

    printf("Sorted list in ascending order:\n");

    for (c = 0; c < n; c++)
        printf("%d\n", array[c]);

    return 0;
}
```

Bubble Sort Algo:

worst case performance  $O(n^2)$

Best case performance  $O(n)$ , Average  $O(n^2)$

## Linear Search

```
#include<stdio.h>

int main()
{
    int a[20],i,x,n;
    printf("How many elements?");
    scanf("%d",&n);

    printf("Enter array elements:n");
    for(i=0;i<n;++i)
        scanf("%d",&a[i]);

    printf("\nEnter element to search:");
    scanf("%d",&x);

    for(i=0;i<n;++i)
        if(a[i]==x)
            break;

    if(i<n)
        printf("Element found at index %d",i);
    else
        printf("Element not found");

    return 0;
}
```

Algo:

Worst case performance  $O(n)$

Best case  $O(1)$

Average case  $O(n)$

Insertion Sort:

```
#include<stdio.h>
int main(){
    int i, j, count, temp, number[25];

    printf("How many numbers u are going to enter?: ");
    scanf("%d",&count);

    printf("Enter %d elements: ", count);
    for(i=0;i<count;i++)
        scanf("%d",&number[i]);
    for(i=1;i<count;i++){
        temp=number[i];
        j=i-1;
        while((temp<number[j])&&(j>=0)){
            number[j+1]=number[j];
            j=j-1;
        }
        number[j+1]=temp;
    }

    printf("Order of Sorted elements: ");
    for(i=0;i<count;i++)
        printf(" %d",number[i]);

    return 0;
}
```

Algo:

Worst case performance  $O(n^2)$

Best case performance  $O(n)$

Average case  $O(n^2)$

## Selection Sort:

```
#include<stdio.h>
int main(){
    int i, j, count, temp, number[25];

    printf("How many numbers u are going to enter?: ");
    scanf("%d",&count);

    printf("Enter %d elements: ", count);
    for(i=0;i<count;i++)
        scanf("%d",&number[i]);
    for(i=0;i<count;i++){
        for(j=i+1;j<count;j++){
            if(number[i]>number[j]){
                temp=number[i];
                number[i]=number[j];
                number[j]=temp;
            }
        }
    }

    printf("Sorted elements: ");
    for(i=0;i<count;i++)
        printf(" %d",number[i]);

    return 0;
}
```

Algo:

Worst case performance  $O(n^2)$

Best case performance  $O(n^2)$

Average case performance  $O(n^2)$

Binary search:

```
#include <stdio.h>

int main()
{
    int c, first, last, middle, n, search, array[100];

    printf("Enter number of elements\n");
    scanf("%d", &n);

    printf("Enter %d integers\n", n);

    for (c = 0; c < n; c++)
        scanf("%d", &array[c]);

    printf("Enter value to find\n");
    scanf("%d", &search);

    first = 0;
    last = n - 1;
    middle = (first+last)/2;

    while (first <= last) {
        if (array[middle] < search)
            first = middle + 1;
        else if (array[middle] == search) {
            printf("%d found at location %d.\n", search, middle+1);
            break;
        }
        else
            last = middle - 1;

        middle = (first + last)/2;
    }
    if (first > last)
        printf("Not found! %d isn't present in the list.\n", search);

    return 0;
}
```

Algo:

Worst case performance  $O(\log n)$

Best case performance  $O(1)$

Average case performance  $O(\log n)$

Quick sort:

```
#include<stdio.h>
```

```
void quicksort(int number[25],int first,int last){
    int i, j, pivot, temp;

    if(first<last){
        pivot=first;
        i=first;
        j=last;

        while(i<j){
            while(number[i]<=number[pivot]&& i<last)
                i++;
            while(number[j]>number[pivot])
                j--;
            if(i<j){
                temp=number[i];
                number[i]=number[j];
                number[j]=temp;
            }
        }

        temp=number[pivot];
        number[pivot]=number[j];
        number[j]=temp;
        quicksort(number,first,j-1);
        quicksort(number,j+1,last);
    }
}

int main(){
    int i, count, number[25];

    printf("How many elements are u going to enter?: ");
    scanf("%d",&count);

    printf("Enter %d elements: ", count);
    for(i=0;i<count;i++)
        scanf("%d",&number[i]);

    quicksort(number,0,count-1);

    printf("Order of Sorted elements: ");
    for(i=0;i<count;i++)
        printf(" %d",number[i]);

    return 0;
}
```

Algo:

Worst case performance  $O(n^2)$

Best case performance  $O(n)$

Average case performance  $O(n \log n)$

