

# Sorting

Class 28

# Introduction

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  - **search** through the values to see if a specific value is present and, if so, where
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  - **search** through the values to see if a specific value is present and, if so, where
  - **sort** the values into order
- you must be able to understand and program several different algorithms for each of these tasks
- in all of these slides, “array” is a generic term
- it means either an old-fashioned C-array or a C++ vector

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- values may be sorted in **ascending** or **descending** order
- we will study two of the simplest
  - bubble sort
  - selection sort

## Bubble Sort Pass 1

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- this is repeated with elements 1 and 2, which are also swapped
- elements 2 and 3 are compared; they do not need to be swapped
- nor do elements 3 and 4
- finally, elements 4 and 5 are compared and swapped
- at the end of the first pass, the largest element, 9, has **bubbled up** to the end of the array



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- compare elements 3 and 4; swap
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- after the **second** pass, **both** elements 4 and 5 have bubbled up to their proper place

# Bubble Sort

- if there are 6 elements in the array, bubble sort takes 5 passes to complete
- when elements 1 through 5 have bubbled up to their correct place, then element 0 must also be correct



# Bubble Sort Algorithm

```
void bubble_sort(vector<int>& array)
{
    for (size_t pass_indx = array.size() - 1; pass_indx > 0; pass_indx--)
    {
        for (size_t compare_indx = 0; compare_indx < pass_indx; compare_indx++)
        {
            if (array.at(compare_indx) > array.at(compare_indx + 1))
            {
                swap(array.at(compare_indx), array.at(compare_indx + 1));
            }
        }
    }
}
```

- Gaddis shows you the function **swap**
- and we have already seen the swap function back in class 20 on October 4

# Bubble Sort Algorithm

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            if (array.at(compare_indx) > array.at(compare_indx + 1))
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                swap(array.at(compare_indx), array.at(compare_indx + 1));
            }
        }
    }
}
```

- Gaddis shows you the function **swap**
- and we have already seen the swap function back in class 20 on October 4
- but in fact swap is **built in** to C++11, so you can just use it without writing a function

# Bubble Sort

## Bubble Sort Pros

- very easy algorithm to understand
- easy algorithm to code correctly (just have to get the indices correct)
- pretty decent algorithm for an array that's already mostly sorted

## Bubble Sort Cons

- a very inefficient algorithm in general
- typically performs **many** swaps to get each element into position

# Bubble Sort

## Bubble Sort Pros

- very easy algorithm to understand
- easy algorithm to code correctly (just have to get the indices correct)
- pretty decent algorithm for an array that's already mostly sorted
- with a little more effort, we can do better

## Bubble Sort Cons

- a very inefficient algorithm in general
- typically performs **many** swaps to get each element into position

## Selection Sort Pass 1

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- selection sort also proceeds by passes
- in pass 1, **select** the **smallest** element in the entire array
- this is essentially identical to the “find smallest” algorithm you have coded in previous labs

## Selection Sort Pass 1

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- the smallest element is found in position 5; swap it with the element in position 0

## Selection Sort Pass 1

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- selection sort also proceeds by passes
- in pass 1, **select** the **smallest** element in the entire array
- this is essentially identical to the “find smallest” algorithm you have coded in previous labs
- the smallest element is found in position 5; swap it with the element in position 0
- at the end of the first pass, the smallest element is in its correct place

## Selection Sort Pass 2

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- in pass 2, **select** the smallest element in positions **1 to 5**



## Selection Sort Pass 2

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- swap this element with the element in position 1 (here, value 2 is **swapped with itself!**)

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- in pass 2, **select** the smallest element in positions **1 to 5**
- swap this element with the element in position 1 (here, value 2 is **swapped with itself!**)
- now the first **two** elements are correct

## Selection Sort Pass 2

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- in pass 2, **select** the smallest element in positions **1 to 5**
- swap this element with the element in position 1 (here, value 2 is **swapped with itself!**)
- now the first **two** elements are correct
- proceed this way through passes 3 through 6
- the same number of passes as bubble sort
- but each element is only swapped **once** into its final position

# Selection Sort Algorithm

```
void selection_sort(vector<int>& array)
{
    size_t size = array.size();
    for (size_t select_indx = 0; select_indx < size - 1; select_indx++)
    {
        int smallest_value = array.at(select_indx);
        size_t smallest_indx = select_indx;
        for (size_t compare_indx = select_indx + 1; compare_indx < size;
            compare_indx++)
        {
            if (array.at(compare_indx) < smallest_value)
            {
                smallest_value = array.at(compare_indx);
                smallest_indx = compare_indx;
            }
        }
        swap(array.at(smallest_indx), array.at(select_indx));
    }
}
```

# A Note on Swap

- some students will complain that it's silly to swap a value with itself

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- some students will complain that it's silly to swap a value with itself
- but the built-in swap is smart enough to know that if the two array positions are the same, no swap is needed, and so it doesn't actually swap something with itself

# Selection Sort

## Selection Sort Pros

- easy algorithm to understand
- easy algorithm to code correctly (just have to get the indices correct)
- typically far fewer swaps than bubble sort

## Selection Sort Cons

- not as efficient as more sophisticated sort algorithms that we will study later