#pragma once

#include "SortAlgorithm.h"

class BubbleSort : public SortAlgorithm

{

public:

BubbleSort()

{

name = "Bubble sort";

}

void sort(int numbers[], int size)

{

for (int pass = 0; pass < size - 1; pass++)

{

for (int i = 0; i < size - 1; i++)

{

if (numbers[i] > numbers[i + 1])

{

int temp = numbers[i];

numbers[i] = numbers[i + 1];

numbers[i + 1] = temp;

}

}

}

}

};