

## 4. Bubble sort

### Theory -

- Bubble sort is a sorting algorithm that compares two adjacent elements & swaps them until they are not in intended order.
- Just like movement of air bubbles in water that rise up to surface, each element of array move to end in each iteration. Therefore it is bubble sort.

### Algorithm -

Here DATA is an array with  $N$  elements. This algorithm sorts the elements in DATA.

1. Repeat steps 2 and 3 for  $K=1$  to  $n-1$
2. Set  $PTR=1$  [Initialize PRSS pointer PTR]
3. Repeat while  $PTR \leq N-K$  [Execute PRSS]
  - a) If  $DATA[PTR] \geq DATA[PTR+1]$  then  
Interchange  $DATA[PTR]$  and  $DATA[PTR+1]$   
[End of structure]
  - b) Set  $PTR = PTR+1$   
[End of inner loop][End of step 1 outer loop]
4. Exit



Process -

\* Let us take an array of 5 elements  $A = \{32, 56, 78, 12, 6\}$

\* In the bubble sort -

During first outer loop -

32, 56, 78, 12, 6

① - 32, 56, 78, 12, 6

② - 32, 56, 12, 78, 6

③ - 32, 56, 12, 6, 78

During second outer loop -

32, 56, 12, 6, 78

① → 32, 56, 12, 6, 78

② → 32, 12, 56, 6, 78

③ → 32, 12, 6, 56, 78

During third outer loop -

32, 12, 6, 56, 78

① → 32, 12, 6, 56, 78

② → 12, 32, 6, 56, 78

③ → 12, 6, 32, 56, 78

During fourth outer loop -

12, 6, 32, 56, 78

① → 6, 12, 32, 56, 78

\* After  $(n-1)$  outer loops we get the sorted list



Output-

Enter no. of elements: 5

Enter elements:

8

9

1

1

0

Before sorting: 8 9 1 1 0

After sorting: 0 1 1 8 9

Code-

```
#include <stdio.h>
int swap(int a, int b) {
    int temp;
    temp = a;
    a = b;
    b = temp;
}

int main() {
    int i, j, arr, n;
    printf("Enter no. of elements:");
    scanf("%d", &n);
    printf("Enter elements: \n");
    for (i = 0; i < n; i++)
        scanf("%d", &arr[i]);

    for (i = 0; i < n - 1; i++)
        for (j = i + 1; j < n; j++)
            if (arr[i] > arr[j])
                swap(arr[i], arr[j]);

    printf("After sorting");
    for (i = 0; i < n; i++)
        printf("%d \t", arr[i]);

    return 0;
}
```