sentencia	nums	i	j	aux	temp	x	A			
inicialización	[1,0,0,3,1]	0								
if(array[i] < array[j]) => 1 < 0 => false			1							
let aux = array[j] => 0				0						
array[j] = 1										
array[i] = 0	[0,1,0,3,1]		2							
if(array[i] < array[j]) => 0 < 0 => false										
let aux array[j] => 0				0						
array[j] = 0										
array[i] = 0	[0,1,0,3,1]		3							
if(array[i] < array[j]) => 0 < 3 => true	[0,1,0,3,1]		4							
if(array[i] < array[j]) => 0 < 1 => true	[0,1,0,3,1]		5							
		1								
if(array[i] < array[j]) => 1 < 0 => false			2							
let aux array[j] => 0				0						
array[j] = 1										
array[i] = 0	[0,0,1,3,1]		3							
if(array[i] < array[j]) => 0 <3 => true	[0,0,1,3,1]		4							
if(array[i] < array[j]) => 0 <1 => true	[0,0,1,3,1]		5							
if(array[i] < array[j]) => 1 < 3 => true	[0,0,1,3,1]	2	3							
if(array[i] < array[j]) => 1 < 1 => false										
let aux array[j] => 1										
array[j] = 1										
array[i] = 1	[0,0,1,3,1]		4							
		3								
if(array[i] < array[j]) => 3 < 1 => false			4							
let aux array[j] => 1										
array[j] = 3										
array[i] = 1	[0,0,1,1,3]		5							
		4								
inicialización					1	0				
inicialización							4			
if(array[x] === 0) => 0 === 0 => true										
aux = 3										
array[A] = 0										
array[x] = 3	[3,0,1,1,0]									
x++						1				
temp++					2					
if(array[x] === 0) => 0 === 0 => true							3			
aux = 1	[3,1,1,0,0]									
array[A] = 0										
array[x] = 1										
x++						2				
temp++					3					

if(array[x] === 0) => 1 === 0 => false					2
temp++				4	
if(array[x] === 0) => 1 === 0 => false					
temp++				5	
	[3,1,1,0,0]	0	1		
if(array[i] !== 0 && array[j] !== 0 => 3!==0 && 1!==0 true					
if(array[i] > array[j] => 3 > 1 => true					
aux = 1					
array[j] = 3					
array[i] = 1	[1,3,1,0,0]		2		
if(array[i] !== 0 && array[j] !== 0 => 1!==0 && 1!==0 true					
if(array[i] > array[j] => 1 > 1 => false					
if(array[i] !== 0 && array[j] !== 0 => 3!==0 && 0!==0 false			3		
if(array[i] !== 0 && array[j] !== 0 => 3!==0 && 0!==0 false			4		
if(array[i] !== 0 && array[j] !== 0 => 3!==0 && 1!==0 true		1	2		
if(array[i] > array[j] => 3 > 1 => false					
aux = 3					
array[j] = 1					
array[i] = 3	[1,1,3,0,0]				
if(array[i] !== 0 && array[j] !== 0 => 1!==0 && 1!==0 true			3		
if(array[i] > array[j] => 1 > 1 => false					
if(array[i] !== 0 && array[j] !== 0 => 1!==0 && 1!==0 true			4		
if(array[i] !== 0 && array[j] !== 0 => 3!==0 && 1!==0 true		3	4		
return array => [1,1,3,0,0]					
console.log(ordenamiento(nums) => ordenamiento([1,0,0,3,1])					