Public interface algorithm {

void draw ();

}

Public class bubble implement algorithm {

@Override

public void draw() {

System.out.println("bubble::draw()");

}

}

public class quick implements algorithm {

@Override

public void draw() {

System.out.println("quick::draw()");

}

}

public class Insertion implements algorithm {

@Override

public void draw() {

System.out.println("Insertion::draw()");

}

}

public class selection implements algorithm {

@Override

public void draw() {

System.out.println("Circle::draw()");

}

}

public class counting implements algorithm {

@Override

public void draw() {

System.out.println("counting::draw()");

}

}