

Experiment: No. 5

Date: / /

Aim: Implementation of ^{any one} selection sorting technique considering a real world application.

Objective: 1) To impart knowledge of sorting and searching algorithm.

2) To develop an ability to design and analyze algorithms using various data structures.

Theory:

1) Introduction to sorting: Sorting is the process of arranging the elements of an array so that they can be placed either in ascending or descending order. For eg. consider any array $A = \{A_1, A_2, A_3, A_4, \dots, A_n\}$, the array is called to be in ascending order if elements of A are arranged like $A_1 < A_2 < A_3 < A_4 < \dots < A_n$.

2) Types of sorting:

i) Bubble sort: It is the simplest sort method which performs sorting by repeatedly moving the largest element to the highest index of array. It comprises of comparing each element to its adjacent element and replacing them accordingly.

ii) Insertion sort: The insertion sort inserts each element of the array to its proper place. It is a very simple sort method which is used to arrange the deck of cards while playing bridge.

iii) Selection sort: Selection sort finds the smallest element in the array and places it at the first

first place of the array and place it on the second place. This process continues until all elements are ~~more~~ moved to their correct order.

iv) Merge sort: Merge sort follows divide and conquer approach in which the list is first divided into the sets of equal elements and then each half of the list is sorted by using merge sort.

3) Introduction to selection sort:

It is a simple sorting algorithm. This sorting algorithm is an ~~important~~ in-place comparison based algorithm in which the list is divided into two parts, the sorted part at the left end and unsorted part at the right end. Initially the sorted part is empty and the unsorted part is the entire list.

4) Algorithm:

Selection sort ($A[0 \dots n-1]$)

// sorts a given array by ^{selection} sorting.

// input: An array $A[0 \dots n-1]$ of orderable elements

// output: Array $A[0 \dots n-1]$ sorted in ascending order.

For $i \leftarrow 0$ to $n-2$ do

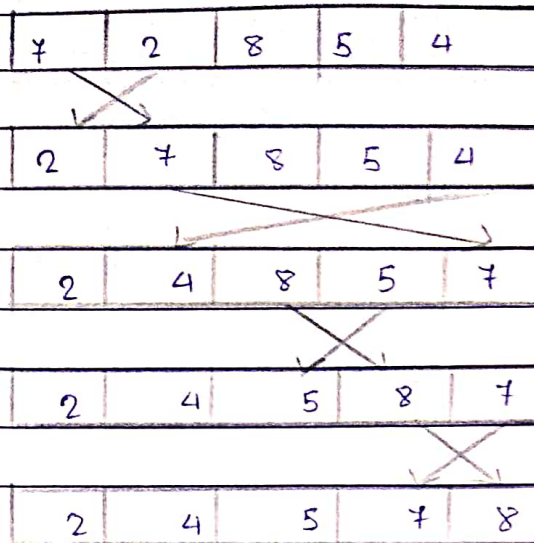
$\text{min} \leftarrow i$

 for $j \leftarrow i+1$ to $n-1$ do

 if $A[j] < A[\text{min}]$ $\text{min} \leftarrow j$

 swap $A[i]$ and $A[\text{min}]$

5) Example :



Conclusion : Selection sort is sorting algorithm known by its simplicity. Unfortunately it lacks efficiency on large lists of items and also it does not stop unless the number of iterations has been achieved, even though the list is already sorted.

Outcom : Implement sorting and searching techniques for real world application.

PROGRAM CODE

```
/******  
Implementation of Selection Sort  
******/  
#include <stdio.h>  
#include <stdlib.h>  
#include <conio.h>  
  
int smallest(int arr[], int k, int n);  
void selection_sort(int arr[], int n);  
void main(int argc, char *argv[])  
{  
    int arr[10], i, n;  
    printf("\n Please Enter the total Number of Elements : ");  
    scanf("%d", &n);  
    printf("\n Please Enter the Array Elements : ");  
    for(i=0; i<n; i++) { scanf("%d", &arr[i]); }  
    selection_sort(arr, n);  
    printf("\n The sorted array is: \n");  
    for(i=0; i<n; i++) printf("%d\t", arr[i]);  
}  
  
int smallest(int arr[], int k, int n)  
{ int pos = k, small=arr[k], i;  
  for(i=k+1; i<n; i++)  
  { if(arr[i]< small)  
    { small = arr[i]; pos = i; }  
  }  
  return pos;  
}  
  
void selection_sort(int arr[],int n)  
{  
    int k,  
    pos,  
    temp;  
    for(k=0; k<n; k++)  
    {  
        pos = smallest(arr, k, n);  
        temp = arr[k];  
        arr[k] = arr[pos];  
        arr[pos] = temp;  
    }  
}
```

OUTPUT:

```
C:\TURBOC3\BIN>TC  
  
Please Enter the total Number of Elements : 5  
  
Please Enter the Array Elements : -1 3 10 1 0  
  
The sorted array is:  
-1      0      1      3      10
```