1. In which algorithm, current element is compared to the next element, and is conditionally swapped?
   1. quick sort
   2. selection sort
   3. bubble sort
   4. insertion sort
2. Which of the following is false about insertion sort ?
   1. good for small elements as it becomes slow for large numbers
   2. the objective is to insert each element into its proper place
   3. divide & conquer is the best mechanism for insertion sort
   4. insertion sort avoids using an extra array
3. Why is recursion dangerous sometimes ?
   1. if the exit condition is not proper than it may run infinitely
   2. it is slower than regular functions
   3. not effective in terms of space & time
   4. all the options seem to be true
4. The technique of breaking a problem into subproblems, which are similar to the original problem is primarily used in:
   1. merge sort & bubble sort
   2. quick sort & bubble sort
   3. merge sort & quick sort
   4. insertion sort & quick sort
5. Which algorithm is an ideal choice for an almost sorted array?
   1. merge sort
   2. quick sort
   3. selection sort
   4. insertion sort