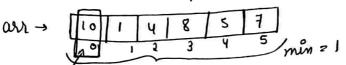
Sorting

L'Elements are arranged in either increasing order or decreasing order

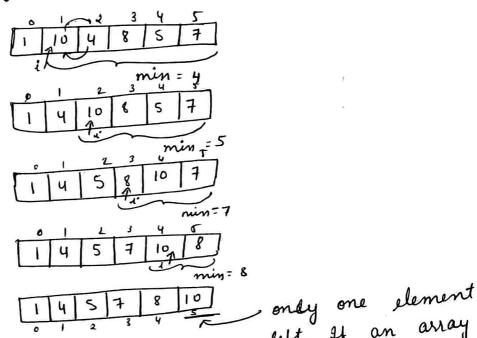
O <u>Selection Sort</u> >

pisse an element and put that element in it's correct place.



Oth index.

I is the minimum, so we will swap it with the element at oth index.



only one element that means it is in it's correct place

min=1, swap 5 and L

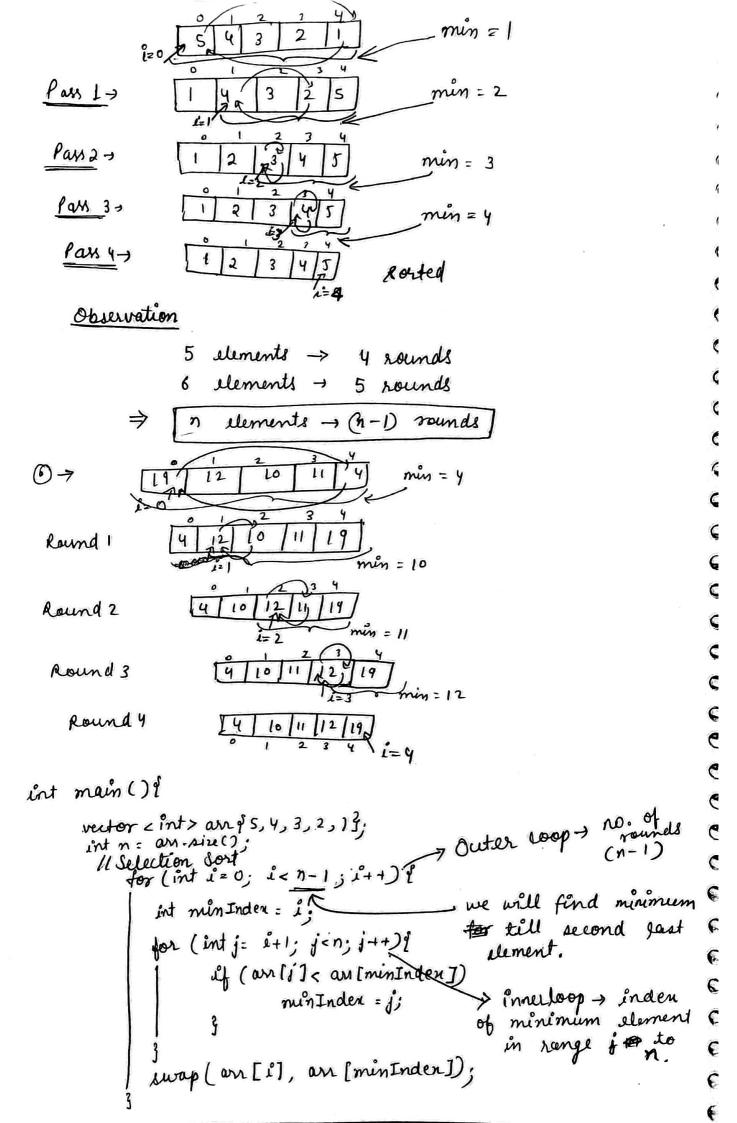
min=2, swap 4 and 2

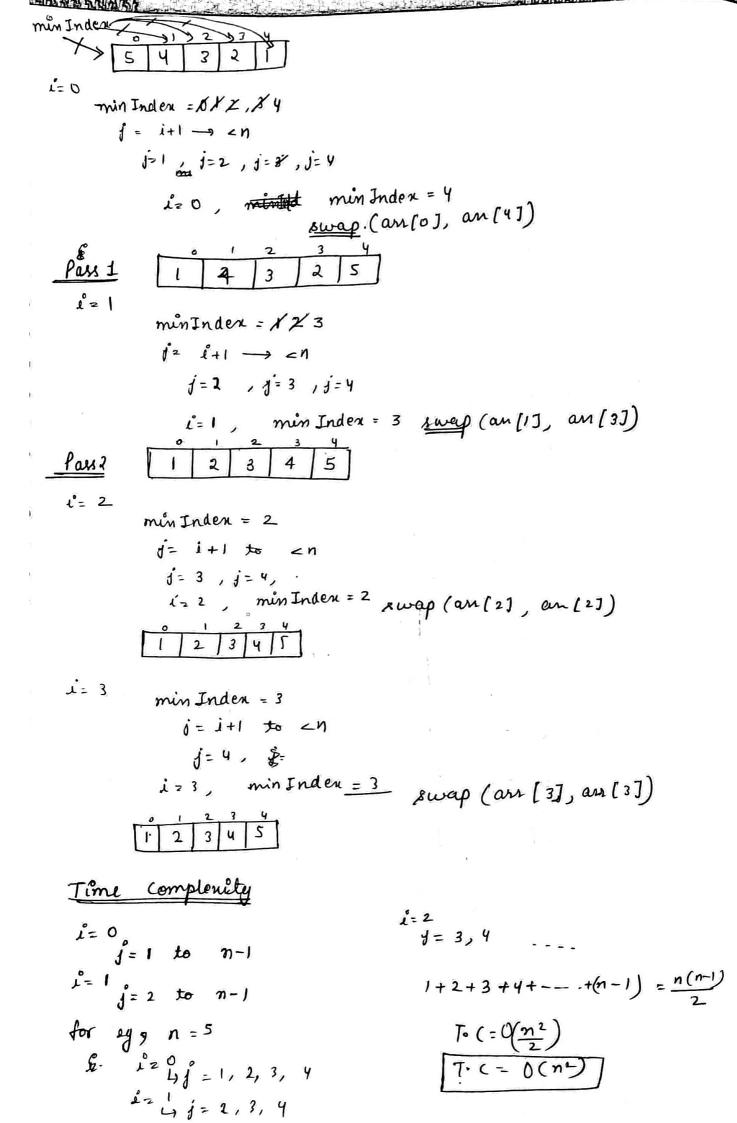
min=4, swap 4 and 4

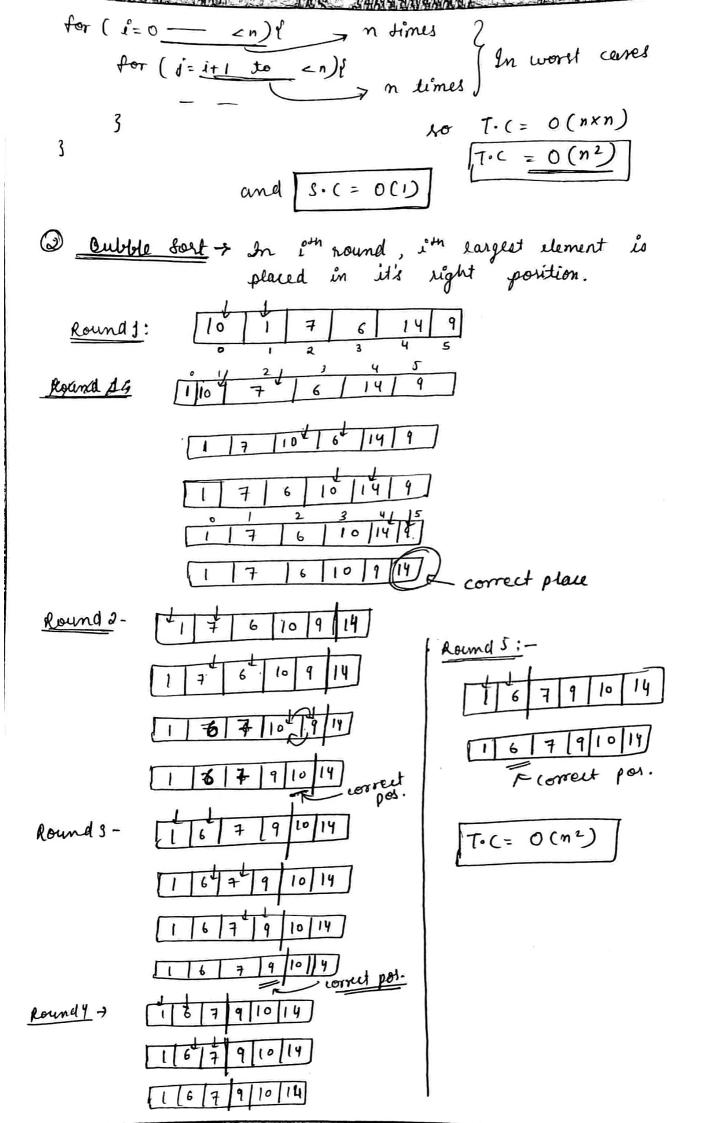
min=5, swap 5 and 5

min=6, swap 6 and 7

sorted.







```
// bubble sort - code >
 for (int round = 1; round < n; round ++) { -> n times
      for (int j= 0; j < n - round; j++) { --- n times
                   swap (an[j], an[j+1]); [T-c=0(n2)]
            if (an[j] > an (j+1])
( ) can we optimize bubble sort?
         Yes, if no swap happend in any round,
  we will that nears our array is sorted and we
will break the and come out of loop.
        for (int round = 1 - - - ) {
             bool swapped = talse;
             for (int j = - - ) {
                   éf (an[j] > ar[j+1])
                        swapped : true;
                        swap (an[j], an (j+1])
             if ( swapped = = false)
                   break;
 This will reduce the T-C from O(n^2) to O(n)
```

This will reduce the 7-C from $O(n^2)$ to O(n) in best case, when the given array is already norted.

comparisons

$$1>2 \rightarrow F$$
 $2>3 \rightarrow F$
 $3>4 \rightarrow F$
 $4>5 \rightarrow F$

comparisons

n elements > (n-1) comparisons.

so
$$T(=0(n)$$
.

Average and worst time complexity = $O(n^2)$

Salection Sort -> Used in small size anays.

Bubble sort -> Used when we have to place i'm largest element in it's correct place.

Bubble sort is also called sinking sort.

3 Stable or Unstable algo.

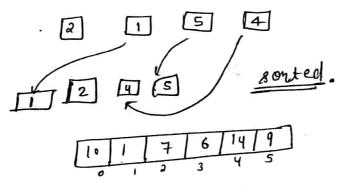
Stable algo -> Algos which preserve the order of elements are stable.

Unstable algo : Algos which do not preserve order of elements.

of elements.

@ Find out selection sort and bulble sort are stable or unstable.

3 Insertion sort > Pick elements one by one and insert at their correct position.



1 10

to 1>10 = lett of 10 () fetch the number

7>10 > f

() left of 10 | val = 1

7>1 | washt of 1 () comparerson

77 gright of 1 @ comparerson

and do on.

3 snift snift 10

Round 1 - 1=1

1<10 => 1 on 10

(1) Copy

empty space of copy.

sneft 10 copy 1

1 10 7 6 14 9

Round2- 1=2 val=7 10>7 7>1

1 7 10 6 14 9

```
3
                                          1026. , 776, 166
                               val = 6
     fround 3-
                   e= 3
3
3
Round 4.
                val = 14
                 14710
     Round 5 -
                Lz 5
                val = 9
                       ,1079,
               1479
                 6
    //insertion sort rade
     for (int round = 1; round = n; sound ++) {
               // Step y > fetch
               Ent val = arr [round];
              11 Step 2 -> Compare int i;
              for ( int j= round -1; j>= 0; j -- ) {
                       ef (an (s] > val)
                             an[j+1] = an[o];
                       else
                              break;
              3
3
     z
3
3
                 val = 1
                                                       1 > anloJ=1
                                                       y shifting
                                                           break
                 5-9
                                               an (i+1)=
              0
```

(7. (=0(n)) (Best case)