```
public static void bubble sport (secuencia S) }
     Position precisuce;
int n= 5. size();
          for (inte=0, ean ; et+)}
              prec = Sofirst();
                 for (Int J=10; JLn-e; j++) 5
                    Succ = Soafter (prec) ;
                       If (vai AtPos (prec) 7 vai Atpos (succ))
                          So swap Elements (prec, succ);
                     PTPC = SUCC .
fin 10
                     (1) 1-2-3-4-5-10(2) 1-2-3-4-5-6-7-8-9-10
                    31-2-3-4-5-6-7-9-1C
                       Amegio
                      n=1. for (ent ==0,0 <1 ,1)
                      prec= 5 (el primer numero de un array
                          for (ent j=10, 1<1-10, 2)
                                         for (int e=1 1121 ett)
                                                     no se comple
                     2 rArregio 6,5
                       n=2 for (int e=0; 0/2; 1
                       prec = 6
                               for (int j=1, 1 < 2-1, 2)
                       SUCC = So after (6) = 5
                       for (int j=2 , 2<2-1, j)++)
no se cumple - > finaliza
```

3) Arregios 5,6,7 n=3 for (emt e=0,043, 1) prec = Sofirst (5) for (ent j=1; j 23-1; 2) - se comple Suc = Soafter (5) = 6 IF (valA+pos (5) > val A+pos (6) + comple precc=6 for (ent j=2, 2/2-1, 31) -pno se compre forcente=1, 1<2, 2) >se comple prec = Sofirst (5) for (int)=1 = 1 = 3 = 2 = 1+1) - to comple for (int e= 2; 2<2 , lett) to no secumple n=0 for (in+ e=0 = 0 < 0 < 0 = e++) -those comple