Practical 2: Bubble Sort

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#include <iostream>
#include <omp.h>
#include<cstdlib>
using namespace std;
void sequentialBubbleSort(int *, int);
void parallelBubbleSort(int *, int);
void swap(int &, int &);
void sequentialBubbleSort(int *a, int n)
  int swapped;
  for (int i = 0; i < n; i++)
    swapped = 0;
    for (int j = 0; j < n - 1; j++)
       if (a[j] > a[j + 1])
         swap(a[j], a[j + 1]);
         swapped = 1;
       }
    }
    if (!swapped)
       break;
  }
}
void parallelBubbleSort(int *a, int n)
  int swapped;
  for (int i = 0; i < n; i++)
  {
    swapped = 0;
    #pragma omp parallel for shared(a)
    for (int j = 0; j < n - 1; j++)
       if (a[j] > a[j + 1])
         swap(a[j], a[j + 1]);
         swapped = 1;
       }
    }
```

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if (!swapped)
       break;
  }
void swap(int &a, int &b)
{
  int test;
  test = a;
  a = b;
  b = test;
}
int main()
  int *a, *b, n;
  cout << "\nEnter total no of elements : ";</pre>
  cin >> n;
  a = new int[n];
  b = new int[n];
  for (int i = 0; i < n; i++)
  {
    int random value = rand()%1000000;
    a[i] = random_value;
    b[i] = random value;
  }
  double start_time = omp_get_wtime(); // start timer for sequential algorithm
  sequentialBubbleSort(a, n);
  double end_time = omp_get_wtime(); // end timer for sequential algorithm
  double seq time = end time - start time;
  cout << "\nSorted array ( first 20 elements ) : \n";</pre>
  for (int i = 0; i < 20; i++)
  {
    cout << a[i] <<", ";
  }
  start_time = omp_get_wtime(); // start timer for parallel algorithm
  parallelBubbleSort(b, n);
  end_time = omp_get_wtime(); // end timer for parallel algorithm
  double parallel time = end time - start time;
  cout << "\n\nSorted array ( first 20 elements using parallel algorithm ) : \n";</pre>
  for (int i = 0; i < 20; i++)
  {
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cout << b[i] <<", ";
}

cout << "\n\nTime taken by sequential algorithm: " << seq_time << " seconds" << endl;
cout << "\n\nTime taken by parallel algorithm: " << parallel_time << " seconds" << endl;
delete[] a; // Don't forget to free the allocated memory
delete[] b;

return 0;
}</pre>
```

Output: