

explain the type of sorting algorithm written here

The sorting algorithm described in the provided pseudo-code is **Bubble Sort** applied to a linked list. Here's an explanation of how the algorithm works:

Key Characteristics:

1. **Comparison-based Sorting:** The algorithm compares adjacent elements (node data) and swaps them if they are in the wrong order.
2. **Iterative Process:** It repeatedly traverses the list until all elements are sorted in ascending order.

Steps in the Algorithm:

1. Two pointers, `p_ptr` and `f_ptr`, are used to traverse the linked list:
 - `p_ptr` starts at the first node.
 - `f_ptr` iterates through the subsequent nodes relative to `p_ptr`.
2. For each node pointed to by `p_ptr`, the algorithm compares its data with the data of nodes pointed to by `f_ptr`:
 - If `p_ptr->data > f_ptr->data`, their values are swapped.
3. The process continues until all nodes are sorted:
 - The outer loop (`while p_ptr != NULL`) ensures that every node is considered as a starting point for comparison.
 - The inner loop (`while f_ptr != NULL`) ensures that all subsequent nodes are compared with the current node (`p_ptr`).
4. The swapping mechanism ensures that smaller values "bubble up" toward the beginning of the list, while larger values move toward the end.

Why It Resembles Bubble Sort:

- Bubble Sort involves repeatedly swapping adjacent elements if they are in the wrong order, and this algorithm follows a similar logic, albeit adapted for linked lists where direct indexing is not possible.
- The use of nested loops and comparisons aligns with Bubble Sort's approach to sorting.

Efficiency:

- **Time Complexity:** $O(n^2)$, where n is the number of nodes in the linked list. This is because every pair of nodes is compared in a nested loop structure.
- **Space Complexity:** $O(1)$, as it only uses pointers for traversal and swapping without requiring extra memory.

This method is straightforward but not optimal for large datasets due to its quadratic time complexity.

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