Sorting :

    ( # ) Bubble Sort :

    ( # ) Insertion Sort :

    ( # ) Selection Sort :

    ( # )  Quick Sort :

**( # ) Selection Sort :**

 ( \* ) Less number of swaps.

 ( \* ) Selection sort intermediate results are useful. Each pass gives shortest result.

 ( \* ) NOT adaptive and Stable.

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| **void** **SelectionSort** (**int** \*arr, **int** size )  {  **int** i , j, k;    **for**(i=**0**; i< size -**1**; i++ )  {  **for**( j = k = i; j < size; j++ )  {  **if**( arr[ j ] < arr [ k ] )  {  k = j;  }  }//for(j)  swap( &arr[ i ], &arr[ k ]);  }//for( i )  } //SelectionSort( ) |