

Insertion Sort

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```
int[6] card = {5, 2, 4, 6, 1, 3};
```

```
int i, j, key, len = 6;
```

```
for(i = 1; i < len; i++)
```

```
{
```

```
    key = card[i];
```

```
    for(j = i - 1; card[j] > key; j--)
```

```
        card[j + 1] = card[j];
```

```
    card[j + 1] = key;
```

```
}
```

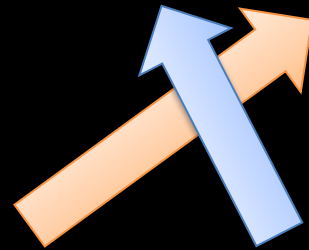
5	2	4	6	1	3
[0]	[1]	[2]	[3]	[4]	[5]


Pick! **cmp**

2	5	4	6	1	3
[0]	[1]	[2]	[3]	[4]	[5]


Pick! cmp

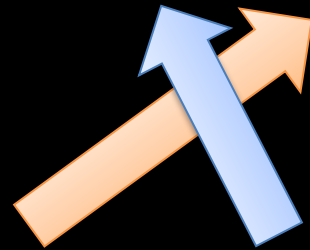
2	4	5	6	1	3
[0]	[1]	[2]	[3]	[4]	[5]



Pick!

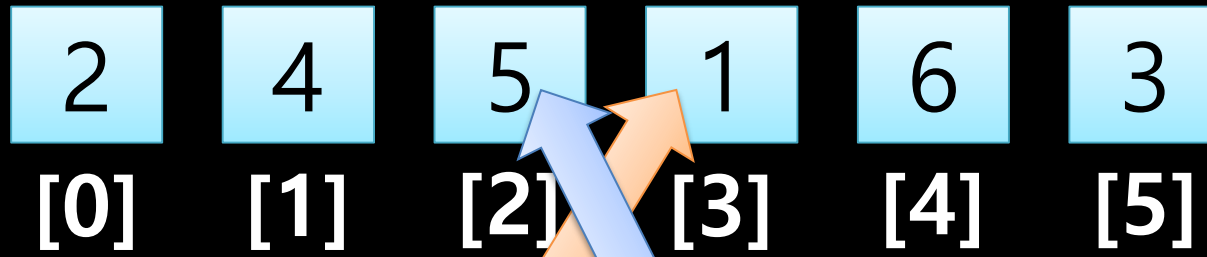
cmp

2	4	5	6	1	3
[0]	[1]	[2]	[3]	[4]	[5]



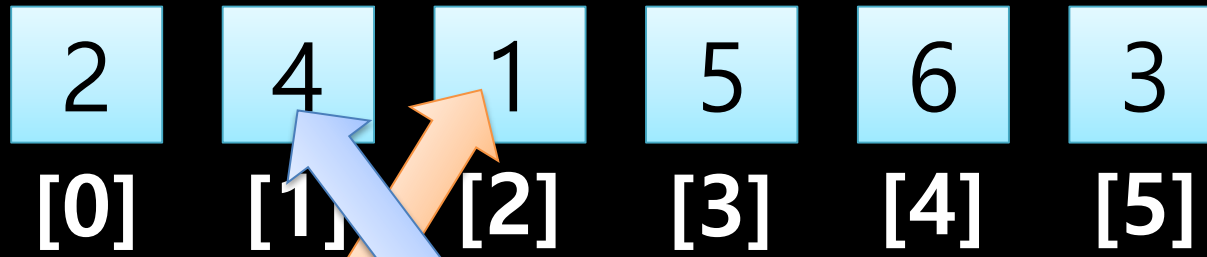
Pick!

cmp



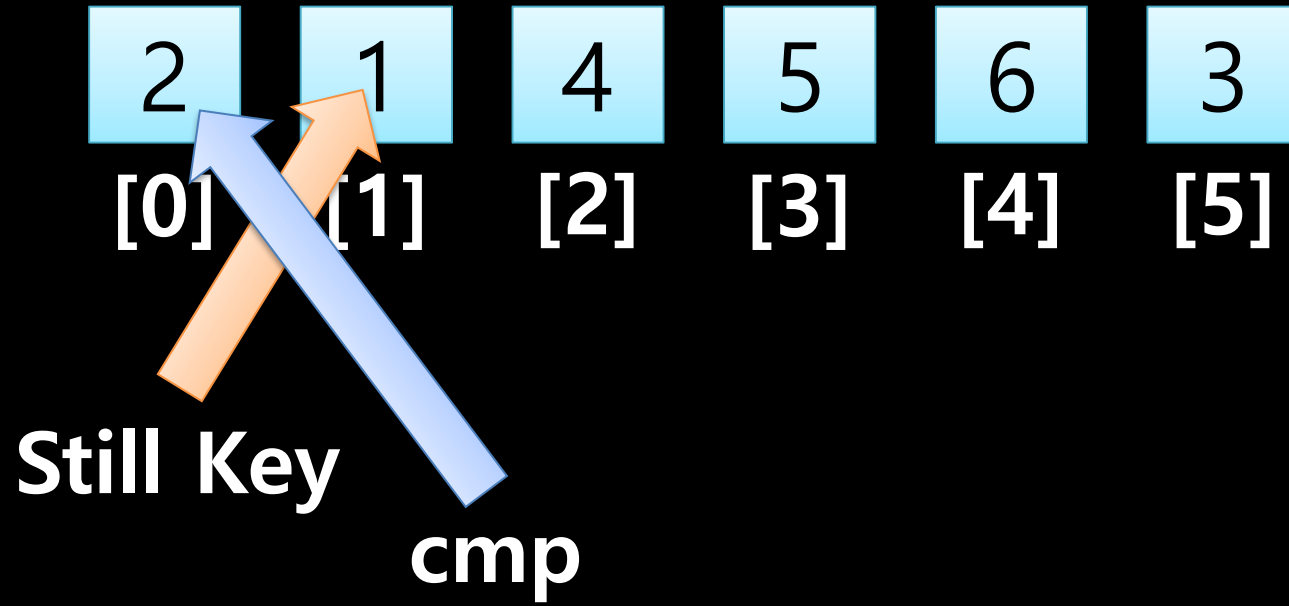
Still Key

cmp



Still Key

cmp

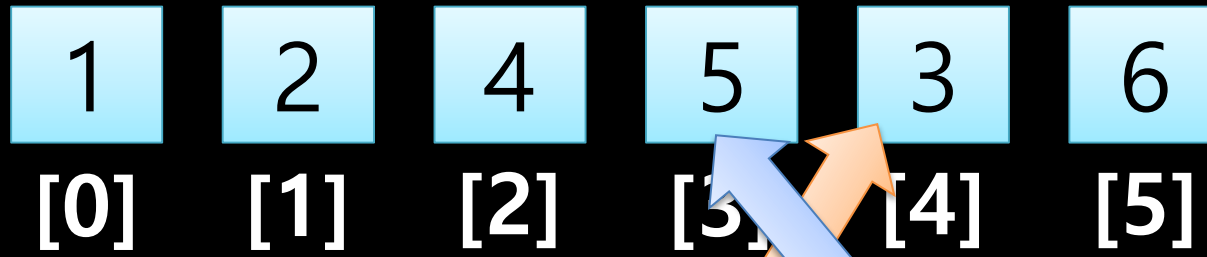


1	2	4	5	6	3
[0]	[1]	[2]	[3]	[4]	[5]

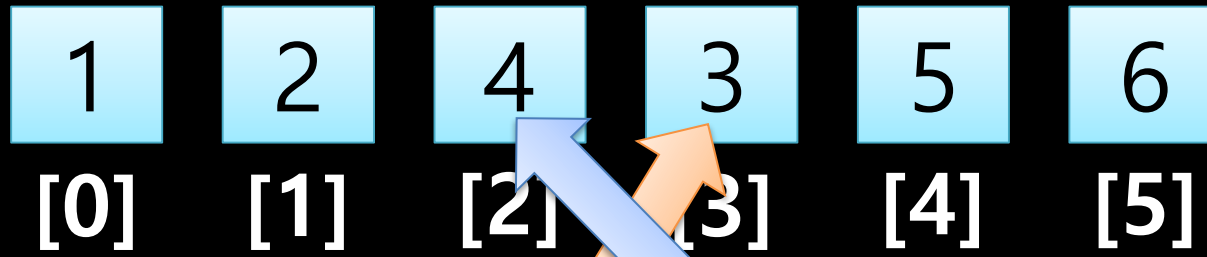
Pick!

cmp





Still Key cmp



Still Key cmp

1	2	3	4	5	6
[0]	[1]	[2]	[3]	[4]	[5]