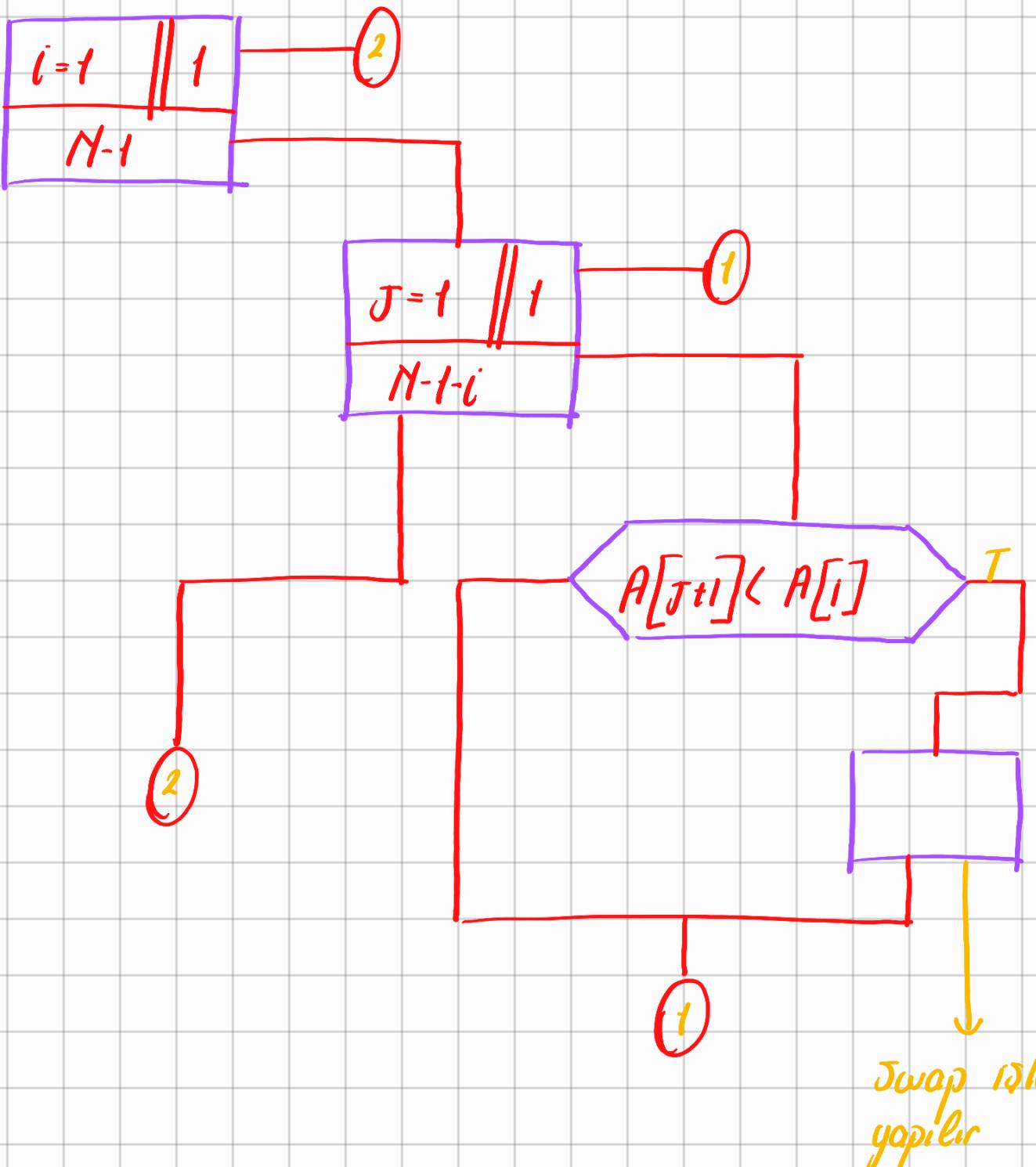


Bubble Sort



Kod

#include <stdio.h>

define n 5

int main() {

int a[n] = {8, 2, 6, 4, 5}

int i, j, tmp;

for (i=0; i<n-1; i++)

for (j=0; j < n-1-i; j++)

if (a[j] > a[j+1]) {

tmp = a[j];

a[j] = a[j+1];

a[j+1] = tmp;

}

for (i=0; i<n; i++)

printf("%d", a[i]);

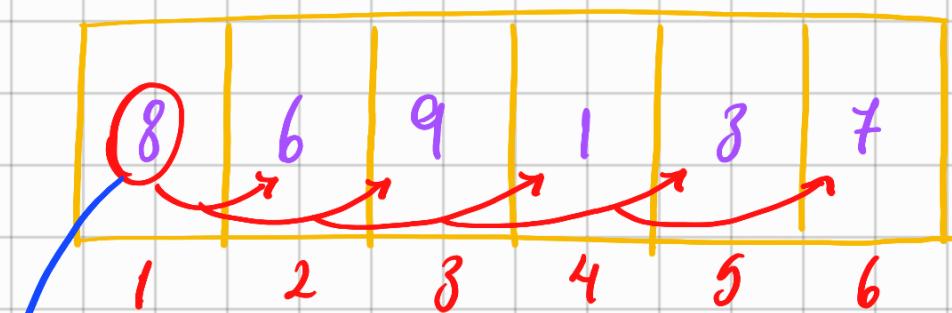
printf("\n");

return 0;

}

Gitti \rightarrow 2, 4, 5, 6, 8

Selection Sort

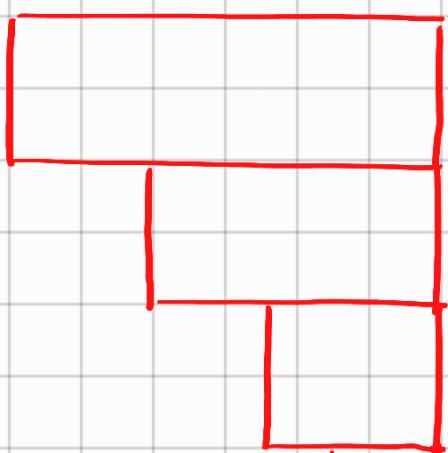
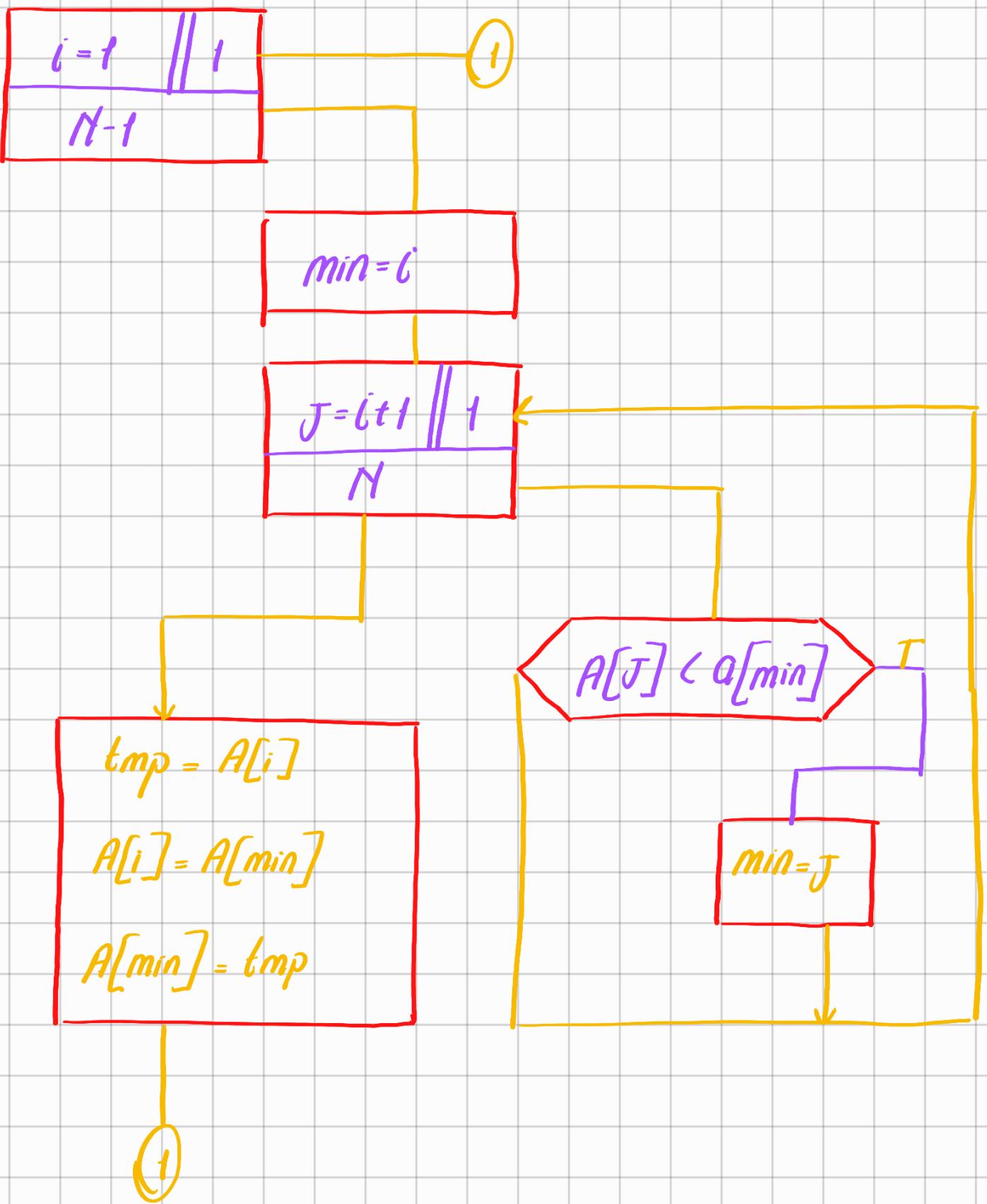


\rightarrow ilk önce bunu bokyoruz
ve bütün düzyle düzüyle
karşılaştırarak kaq toneinden
büyük oldugna bokorim 8 4 tone
elemendən büyük öyleyse 8'in yeri
5. indistir deriz

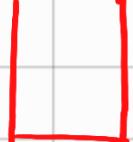
Bunu hepsi içine yaporuz

Bu bize ne kazandırdı
Top operationu yapmadık

Algoritmo



→ Bunu bir matris gibi düşünürsek matrisin yorulmasını tararız yani bubble sort'a komsalılık N^2 iken burdaki komsalılık $N^2/2$ olur



Kaç yer değiştirmeye olur

Selection Sort kodlama

```
#include <stdio.h>
```

```
#define n 5
```

```
int main() {
```

```
    int a[n] = {9, 1, 5, 2, 8};
```

```
    int i, j, min, tmp;
```

```
    for(i=0; i<n-1; i++) {
```

$\min = i$;
 $j = i + 1$

```
        for(j=i+1; j<n; j++) {
```

```
            if(a[j] < a[min])
```

$\min = j$

}

// swap

```
        tmp = a[min];
```

$a[min] = a[i];$

$a[i] = \text{tmp};$

}

for ($i=0; i < n; i++$)

 printf("%d", $a[i]$);

 printf("\n");

return 0;

}

Insertion Sort algorithm using bot