Sorting

Bubble Sorting:

```
# include <iostream>
using name std;
void bubbleSort (int arr[], int n)
{
for (int i=0; i<n-1; i++)
{
    bool swapped = false;
for (int j=0; j<n-i-1; i++) {
if (arr[j] > arr[j+1]) {
swap (arr[j], arr[j+1]);
    swapped true;
    }
}
void print Array (int arr[], int n) {
```

```
for (int i=0; i<n; i++)
cout << arr[i] << " ";
cout << endl;
}
int main() {
int arr[] = {64, 34, 25, 12, 22, 11, 90};
int n=size of(arr) / size of(arr[0]);
cout << "unsorted array:";
print Arr (arr, n);
bubble sort (arr, n);
cout << "Sorted array:";
print Array (arr, n);
return 0;
}
```

Insertion Sorting:

```
#include <iostream>
using namespace std;
void insertion Sort(int arr[], n) {
for (int i=1; i<n; i++) {
int key = arr[i];
int i = i-1;
```

```
// Move elements that are greater than
key to one position ahead
while (j >= 0 && arr[j] > key) {
arr[j+1] = arr[j];
j--;
}
arr[j+1] = key; // insert the key to the right
position
}
}
void printArray(int arr[], int n) {
for (int i=0; i<n; i++)
cout << arr[i] << " ";
cout << endl;
}
int main() {
int arr[] = {12, 11, 13, 5, 6};
int n = sizeof(arr[0]);
cout << "Unsorted array: ";
printArray(arr, n);
insertionSort(arr, n);
cout << "Sorted array: ";
```

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```
printArray(arr,n);
return 0;
}
```

Selection Sorting

```
#include <iostream>
using namespace std;
void SelectionSort(int [a], int n) {
for (int i=0 ; i<n-1 ; i++) {
int minIndex = i; // Assume the first element
is the smallest
// find the smallest element in the array
for (int j = i+1 ; j<n ; j++ ) {
int (arr[j] < arr[minIndex]) {
    minIndex = j; // update index of the
smallest element
    }
}
// swap the found minimum element with the first
element of the unsorted part
  swap(arr[i], arr[minIndex]);
}
}
```

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```
void printArray(int arr[], int n) {
for (int i=0; i<n; i++)
cout << arr[i] << " ";
cout << endl;
}
int main() {
int arr[] = {64, 25, 12, 22, 11};
int n = sizeof(arr[0]);
cout << "unsorted arr: ";
printArray(arr, n);
SelectionSort(arr, n);
cout << "Sorted array:";
printArray(arr, n);
return 0;
}
```