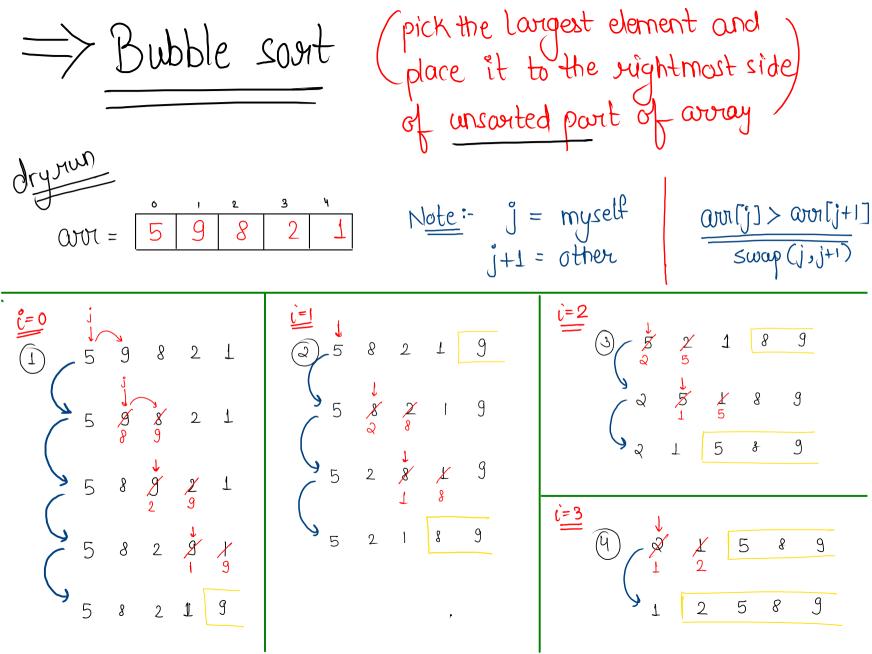


=> Sarting (arranging element in a perticular order)
(algorithms) Bubble sorting -> Selection sourting > Insertion couting



PSUDO

CODE  $\underbrace{i=0}_{i=1} \rightarrow 3 \text{ three}$   $\underbrace{i=2}_{i=3} \rightarrow 1 \text{ three}$   $\underbrace{n=5}_{j \text{ loop will be running how many three}}$   $\underbrace{n-1-i}_{i=3} \rightarrow 1 \text{ three}$ 

```
Note:
```

```
_ swap (int[] arr, int i, int j){

int temp = arr[i];

arr[i] = arr[j];

arr[j] = temp;
```

```
public static void main(String[] args) {
    Scanner scn = new Scanner(System.in);
    int n = scn.nextInt();
    int[] arr = new int[n];
                                                             T.C = O(N^2)
    for (int i = 0; i < n; i++) {
        arr[i] = scn.nextInt();
  bubbleSort(arr, n);
    for (int i = 0; i < n; i++) {
        System.out.print(arr[i] + " ");
public static void bubbleSort(int[] arr, int n) {
   _for (int i = 0; i < n - 1; i++) {
 for (int j = 0; j < n - i - 1; j++) {
    if (arr[j] > arr[j + 1]) {
        swap(arr, j, j + 1);
    }
public static void swap(int[] arr, int x, int y) {
    int temp = arr[x];
    arr[x] = arr[y];
    arr[v] = temp;
```