

# Bubble Sort



Papers Dock

---

COMPUTER SCIENCE 9618 PAPER 2

# Bubble Sort

It's an algorithm to arrange an array in either ascending or descending order

## Swapping Values

### Incorrect

```
array = [ 9, 0 ]  
array[1] = array[2]  
array[2] = array[1]
```

### Correct

```
array = [ 9, 0 ]  
temp = array[1]  
array[1] = array[2]  
array[2] = temp
```

There are two loops in a Bubble Sort Algorithm. One inner loop means that one value is at the correct position and is responsible for swapping of each element

```
array = [ 10, 5, 6, 3, 7, 8]
```

After one correct positioning of an element there will be another outer loop which basically determines the number of elements in an array

# **Difference Between Efficient and Inefficient code**

## **Inefficient code**

Uses both For Loops and performs extra unwanted loops

## **Efficient code**

Outer loop is conditional loop with flag looping and inner loop is for loop

## **Question**

**There is an array with the name studentID and it contains 10 elements**

**Write a Bubble Sort PseudoCode to sort the studentID in ascending order**



## Practice Question

- 5 A global 2D array `Result` of type `INTEGER` is used to store a list of exam candidate numbers together with their marks. The array contains 2000 elements, organised as 1000 rows and 2 columns.

Column 1 contains the candidate number and column 2 contains the mark for the corresponding candidate. All elements contain valid exam result data.

A procedure `Sort()` is needed to sort `Result` into ascending order of mark using an efficient bubble sort algorithm.

Write pseudocode for the procedure `Sort()`.



```

PROCEDURE Sort()
  DECLARE Temp : INTEGER
  DECLARE NoSwaps : BOOLEAN
  DECLARE Boundary, Row, Col : INTEGER

  Boundary ← 999
  REPEAT
    NoSwaps ← TRUE
    FOR Row ← 1 TO Boundary
      IF Result[Row, 2] > Result[Row + 1, 2] THEN
        FOR Col ← 1 TO 2
          Temp ← Result [Row, Col]
          Result [Row, Col] ← Result [Row + 1, Col]
          Result [Row + 1, Col] ← Temp
        NEXT Col
        NoSwaps ← FALSE
      ENDIF
    NEXT J
    Boundary ← Boundary - 1
  UNTIL NoSwaps = TRUE

ENDPROCEDURE

```