

Apex College

BCIS Program

Affiliated to Pokhara University



Data Structure & Algorithms

Lab Report

13

Bubble, Insertion, Selection Sort
Algorithms

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L. Lekte
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Submitted by:

Ishwor Shrestha

Roll no.: 2018-BCIS-414

Submitted to:

Pravakar Ghimire, &

Anmol Shrestha

Apex College

#Lab13 Objectives

- To implement the bubble, insertion and selection sorting algorithms.

#Introduction

Sorting is an algorithm that puts elements of a list into an order. Sorting follows main two properties i.e. Inplace vs non-inplace and stable vs. non stable.

- Bubble sort is the simplest sorting algorithm that works by repeatedly swapping the adjacent elements if they are in wrong order.
Since bubble sort algorithm have $O(n^2)$ of time complexity it is one of the worst sorting algorithm.
- Insertion sort is a sorting algorithm in which the elements are transferred one at a time to the right position.
If the given list is already sorted, then the time complexity is $O(n)$ otherwise $O(n^2)$
- Selection sort is a sorting algorithm which works on the idea of repeatedly finding the smallest element and placing it at its correct sorted position.
Time complexity : $O(n^2)$

Source Code

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

```
void swap (int *x, int *y) {
    int temp = *x;
    *x = *y;
    *y = temp;
}
```

```
void printArray (int arr[], int size) {
    int i;
    for (i=0; i < size; i++)
        printf("%d", arr[i]);
    printf("\n");
}
```

```
void bubbleSort (int arr[], int n) {
    int i, j;
    for (i=0; i < n-1; i++)
        for (j=0; j < n-i-1; j++)
            if (arr[j] > arr[j+1])
                swap (&arr[j], &arr[j+1]);
}
```

```
void insertionSort (int arr[], int n) {
    int i, j;
    for (i=0; i < n-1; i++)
        for (j=i-1; j >= 0; j--)
            if (arr[j+1] < arr[j])
                swap (&arr[j+1], &arr[j]);
}
```

```

void selectionSort (int arr[], int n) {
    int i, j;
    for (i = 0; i < n - 1; i++) {
        int least = arr[i];
        int p = i;
        for (j = i + 1; j < n; j++) {
            if (arr[j] < least) {
                least = arr[j];
            }
            p = j;
        }
        swap (arr[i], arr[p]);
    }
}

```

```

int main() {
    int arr[] = {64, 34, 25, 12, 72, 11, 90};
    int n = sizeof(arr) / sizeof(arr[0]);
    int ch;

    while (1) {
        printf("1. Bubble Sort\n 2. Insertion Sort\n 3. \n      selection sort\n 4. Exit\n");
        printf("Enter your choice for sorting: ");
        scanf("%d", &ch);

        switch (ch) {
            case 1:
                bubbleSort (arr, n);

```

```
printf("Sorted array using Bubble sort:\n");  
printArray(arr, n);  
break;
```

Case 2:

```
insertionSort(arr, n);  
printf("Sorted array using Insertion sort:\n");  
printArray(arr, n);  
break;
```

Case 3:

```
selectionSort(arr, n);  
printf("Sorted array using Selection sort:\n");  
printArray(arr, n);  
break;
```

Case 4:

```
exit(0);
```

default:

```
printf("Invalid option\n");
```

```
}
```

```
}
```

```
return 0;
```

```
}
```

#Activities:

We performed 3 different sorting algorithms to sort an array of 10.

#Conclusion:

I learned about the bubble, selection & insertion sort.