import std.stdio; import std.random; import Bubblesort;

void main(){ const int amount = 16; int[] array = new int[amount];

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array = generateRandomArr(array);
Bubblesort bubble = new Bubblesort.Bubblesort();
bubble.sort(array);
writeln(array);
```

}

int[] generateRandomArr(int[] ret_array){ for(int x = 0; x < ret_array.length; x++){ ret_array[x] = uniform(0,9); } return ret_array; }