

```

/*
 * ++++++ SELECTION
 */

public static void selection(int[] tab) {
    for (int i = 0; i < tab.length; i++) {
        int posMin = findMin(tab, i);
        swap(tab, i, posMin);
    }
}

public static int findMin(int[] tab, int start) {
    int posMin = start;
    for (int i = start + 1; i < tab.length; i++) {
        if (tab[i] < tab[posMin]) {
            posMin = i;
        }
    }
    return posMin;
}

public static void swap(int[] tab, int pos1, int pos2) {
    if (pos1 != pos2) {
        int temp = tab[pos1];
        tab[pos1] = tab[pos2];
        tab[pos2] = temp;
    }
}

```

```

/*
 * ++++++ INSERTION
 */

public static void insertion(int[] tab) {
    for (int i = 1; i < tab.length; i++) {
        int nextValue = tab[i];
        int pos = i;
        while(pos > 0 && tab[pos-1] > nextValue) {
            tab[pos] = tab[pos-1];
            pos--;
        }
        tab[pos] = nextValue;
    }
}

```

```

/*
 * ++++++ BULLE
 */

public static void bulle(int[] tab) {
    for(int i=0; i<tab.length-1; i++) {
        for(int j=0; j< tab.length-i-1; j++) {
            if(tab[j]>tab[j+1]) {
                swap(tab, j, j+1);
            }
        }
    }
}

```