```
left to right
Sorted_disks surt_left_to right(const disk_state & before) 1
 int swap (Gunt = 0;
 disk-state temperary = before;
  for (six -t ; = 0; i < temperary dork - count(); ;++) {
        for (size t j=i, j < temporary +total - count() -1; j+t) { n
            if (tempuory, get (j) 7 tempurany, get (j+1)) &
                 tenpurary Shap (j); 3
                Surp Count ++;
                                                               1+2=3
    assert (before, is a Hernaling!);
 return surted-disks (disk-state (temporary), supp (aunt); 2
sorted - disks sort-law mover (const disk-state & before) {
  int supplount =0;
   disk-state tempurary = before;
   buil increment;
   for (size + j=0; i < temporary, dark = count(); i+t) {
      increment = (10/2 == 0) ? true : false;
        for (size t j=incremend? is temporary total = count() = 2; j < temporary total = count() = 2; j < temporary total = count()
                                                                                    8+3=11
               -1; increment? j+1:j--) }
               ; f (temper any get (j) > temperary · get (j+1)) of 3

temper cony · swop (j) ; 3

3+5=8
                   Screp Count +t;
        assert (before, is a (ternating());
       return Sorted - disks ( disk state (temporary), supp (ount);
```