Code for bubble writing	Dite
# include < iostream>	
using namespace stol;	
- Void bubble soot (int aux (), int n) ?	
fox (int i=0; i2n-1; i++) =	
$\int ox \left( i d \right) = 0; j(n-i-1); j+t \right) $	Ż .
if (arr (i], arr (i+1)) {	
swap (arr [j] ; arr [j+1]	)];
3	
3	
3	
- void print A oray (int alox (), int n) {	
- for (int i=0; iln; i++) }	
cout ic arr [i] ic ";	
- cout u end;	
int main () }	
$int n = \frac{1}{2}$	
int arr[] = {	3;
bubble sort (arr, n);	
point array (arr,n);	
return 0;	
3	

code for InsertionSout: # include ciostocoms using nomespace stals void insertion sort (int arr(); intn) { fox(int i=1; icn; i++) { int current = arr(i); int prev = i-1; while (prev >= 0 && arr (prev] > whent) { arr [poer +1] = ann [prev]; arn[prev + 1] = and prev = 2 void point array (int over (), int n) { for ( int i = 0; izn; i++) { cout ic arrli) a " " int main U? int n = to; int aron [] = { insertion sort (asr, n); printannoy (arm, h); seturn 05

code for selection Sort #include (istram) using namespace std; void selection sort (int orr[], int n) { for (int i= 0; iln; i++) { int smallestide = i ; for (int j=i+1; j2n; j++) { if (arr [j] , and (smallestid x]) } smallestidx = j ; swap (ars (i), arr(smallestidx]); void pointannay (int aror (), int n) { for (int i= 0; icn; i++) { rout recording " "; cout u end); int main () { selection sort ( arm, n); Pointgoody (arr, n);