```
void Sort(int[] array)
for (int i=array.Length-1;i>0;i--)
    for (int j=1; j<=i; j++)
        if (array[j-1]>array[j])
                                           5 2 3 4 1
            var temp=array[j-1];
            array[j-1] = array[j];
            array[i]=temp;
```

```
void Sort(int[] array)
for (int i=array.Length-1;i>0;i--)
    for (int j=1; j<=i; j++)
                                           i = 4, i = 0
        if (array[j-1]>array[j])
            var temp=array[j-1];
                                            2 5 3 4 1
            array[j-1] = array[j];
            array[i]=temp;
```

```
void Sort(int[] array)
for (int i=array.Length-1;i>0;i--)
    for (int j=1; j<=i; j++)
                                           i = 4, i = 1
        if (array[j-1]>array[j])
            var temp=array[j-1];
                                            2 3 5 4 1
            array[j-1] = array[j];
            array[i]=temp;
```

```
void Sort(int[] array)
for (int i=array.Length-1;i>0;i--)
    for (int j=1; j<=i; j++)
                                           i = 4, i = 2
        if (array[j-1]>array[j])
            var temp=array[j-1];
                                            2 3 4 5 1
            array[j-1] = array[j];
            array[i]=temp;
```

```
void Sort(int[] array)
for (int i=array.Length-1;i>0;i--)
    for (int j=1; j<=i; j++)
                                           i = 4, i = 3
        if (array[j-1]>array[j])
            var temp=array[j-1];
                                            2 3 4 1 5
            array[j-1] = array[j];
            array[i]=temp;
```

```
void Sort(int[] array)
for (int i=array.Length-1;i>0;i--)
    for (int j=1; j<=i; j++)
                                           i = 3, i = 0
        if (array[j-1]>array[j])
            var temp=array[j-1];
                                            2 3 4 1 5
            array[j-1] = array[j];
            array[i]=temp;
```

```
void Sort(int[] array)
for (int i=array.Length-1;i>0;i--)
    for (int j=1; j<=i; j++)
                                           i = 3, i = 1
        if (array[j-1]>array[j])
            var temp=array[j-1];
                                            2 3 4 1 5
            array[j-1] = array[j];
            array[i]=temp;
```

```
void Sort(int[] array)
for (int i=array.Length-1;i>0;i--)
    for (int j=1; j<=i; j++)
                                           i = 3, i = 2
        if (array[j-1]>array[j])
            var temp=array[j-1];
                                            2 3 1 4 5
            array[j-1] = array[j];
            array[i]=temp;
```

```
void Sort(int[] array)
for (int i=array.Length-1;i>0;i--)
    for (int j=1; j<=i; j++)
                                           i = 2, i = 0
        if (array[j-1]>array[j])
            var temp=array[j-1];
                                            2 3 1 4 5
            array[j-1] = array[j];
            array[i]=temp;
```

```
void Sort(int[] array)
for (int i=array.Length-1;i>0;i--)
    for (int j=1; j<=i; j++)
                                           i = 2, i = 1
        if (array[j-1]>array[j])
            var temp=array[j-1];
                                            2 1 3 4 5
            array[j-1] = array[j];
            array[i]=temp;
```

```
void Sort(int[] array)
for (int i=array.Length-1;i>0;i--)
    for (int j=1; j<=i; j++)
                                           i = 1, i = 0
        if (array[j-1]>array[j])
            var temp=array[j-1];
                                            1 2 3 4 5
            array[j-1] = array[j];
            array[i]=temp;
```

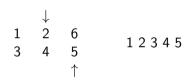


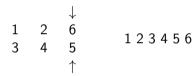












3 5 2 4 1

