```
int j = i;
                                                           j = i
t = m[j]
                                                                                                                 t = m[j]
float t = m[j];
                                                                                                                 p = true
do
     bool p1 = (j >= k);
                                                    p1 = (j >= k)
     if (!p1)
                                                    jump
                                                                       // !p
          break;
                                                                                                          p &= (j >= k)

q = m[j - k]

p &= (t < q)
     float q = m[j - k];
bool p2 = (t < q);</pre>
                                                    q = m[j - k]
                                                    p2 = (t < q)
jump
                                                                       // !p
     if (!p2)
                                                                                                          jump
          break;
                                                           m[j] = q
                                                           j -= k
    m[j] = q;
j -= k;
while (true);
m[j] = t;
                                                           m[j] = t
                                                                                                                 m[j] = t
```