## Algorithmen

## Selectionsort

43512 höchote Karte auchen & vertausohen mit guns

5 3 4 1 2 4 Karten rechts davon

3ubblesort

galls höher als erste vertavochen

4 5 3 2 1 Tiefote sicher das Ganze nocheinmal ohne

die letzte.

Divide and Conquer -> Mugesort

```
ungleichen & tauschen
                                      Playingard help = playing cards [i];
                                      phyingards [i] = playing cards [max];
                                      playingcards[max] = help;
                         for (int; = 0; i < playincards. length; i++) {
                            lastToSort = playineards.langth -i;
                            for (inti= 0; i < lastToSort-1; i++) {
                                if (playineards[i]. compareTo(playineards[i+1]) < 0) {
                                   Playingcard hulp = playinourobs [i];
                                   playing cards [i] = playincards[i+1];
                                   playincards [i+1] = help;
```

for (int i=0; i & playineards. length; i++) {

for (int j=0; j < playingenods. length; j++) &

if (playineards [i]. compare To (playinards [m

int mar = i;

max=j