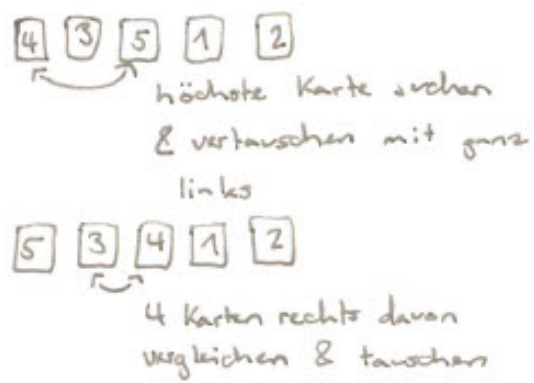


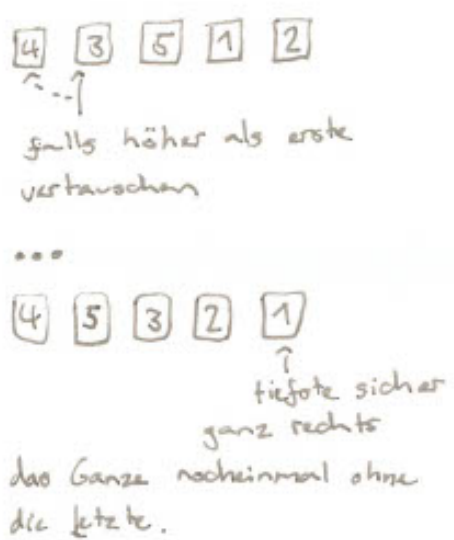
Algorithmen

Selectionsort



```
for (int i=0; i < playingcards.length; i++) {  
    int max = i;  
    for (int j=0; j < playingcards.length; j++) {  
        if (playingcards[j].compareTo(playingcards[max])  
            > 0) {  
            max = j;  
        }  
    }  
    Playingcard help = playingcards[i];  
    playingcards[i] = playingcards[max];  
    playingcards[max] = help;  
}
```

Bubblesort



```
for (int j=0; j < playingcards.length; j++) {  
    lastToSort = playingcards.length - j;  
    for (int i=0; i < lastToSort-1; i++) {  
        if (playingcards[i].compareTo(playingcards[i+1]) < 0) {  
            Playingcard help = playingcards[i];  
            playingcards[i] = playingcards[i+1];  
            playingcards[i+1] = help;  
        }  
    }  
}
```

Divide and Conquer -> Mergesort

