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AT&ML (Batch 4)

Selection Sort (Ascending Order)

```
#include <stdio.h>
void main ()
{
    int a[], i, j, t=0;
    printf ("Enter the elements ");
    for (i=0; i<10; i++)
    {
        scanf ("%d", &a[i]);
    }
    for (i=0; i<10; i++)
    {
        for (j=i+1; j<10; j++)
        {
            if (a[j] < a[i])
            {
                t = a[j];
                a[j] = a[i];
                a[i] = t;
            }
        }
    }
    printf ("Printing Array");
    for (i=0; i<10; i++)
    {
        printf ("%d", a[i]);
    }
}
```

Bubble Sort (Ascending Order)

```
#include <stdio.h>
void main ()
{
    int a[], i, j, t=0;
    printf ("Enter the elements ");
    for (i=0; i<10; i++)
    {
        scanf ("%d", &a[i]);
    }
    for (i=0; i<10; i++)
    {
        for (j=0; j<10-i-1; j++)
        {
            if (a[j] > a[j+1])
            {
                t = a[j];
                a[j] = a[j+1];
                a[j+1] = t;
            }
        }
    }
    printf ("Printing array");
    for (i=0; i<10; i++)
    {
        printf ("%d ", a[i]);
    }
}
```