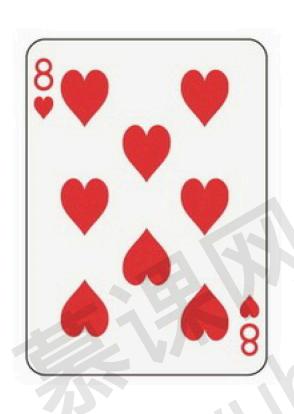
### 算法与数据结构体系课程

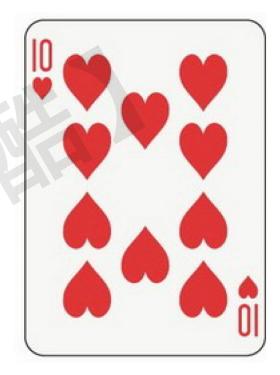
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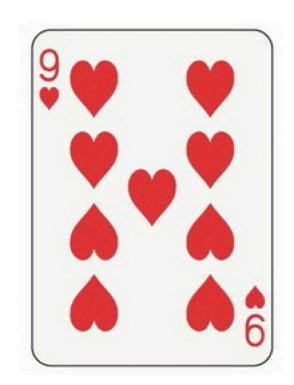


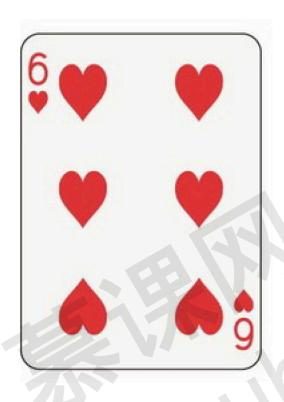






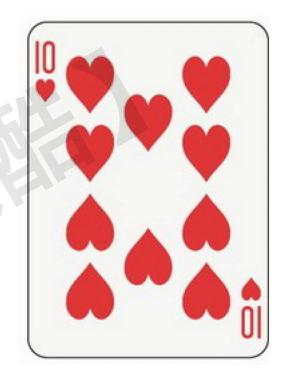


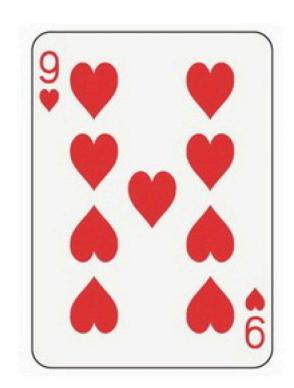


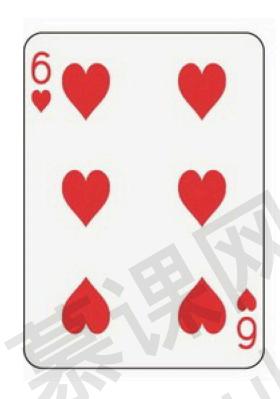


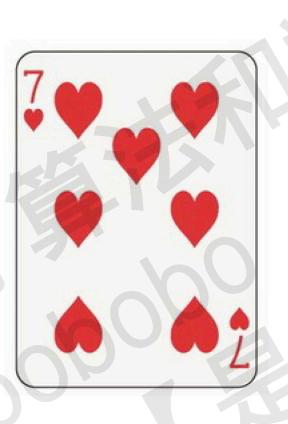


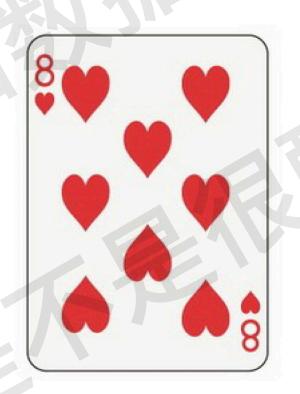


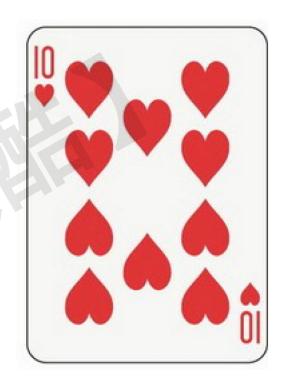


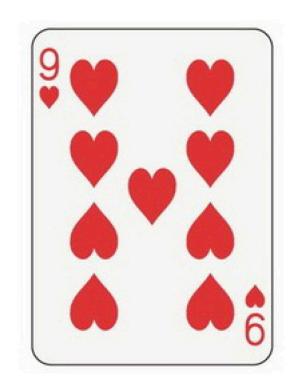


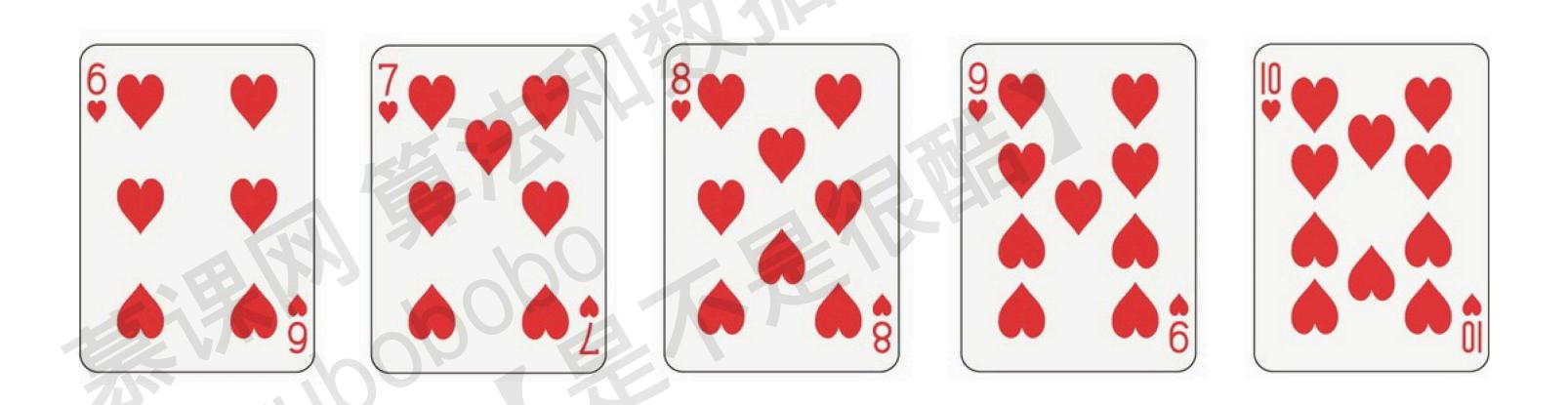












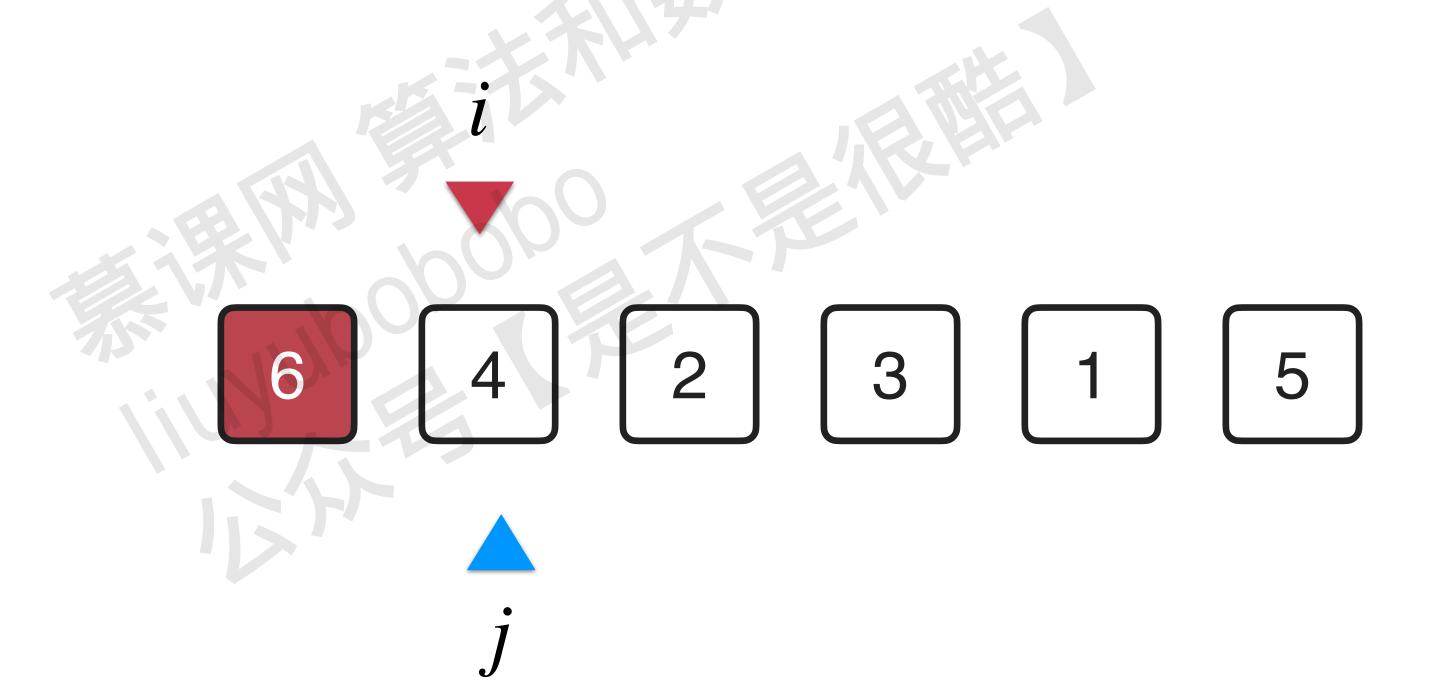
每次处理一张牌,把这张牌插入到前面已经排好序的牌中

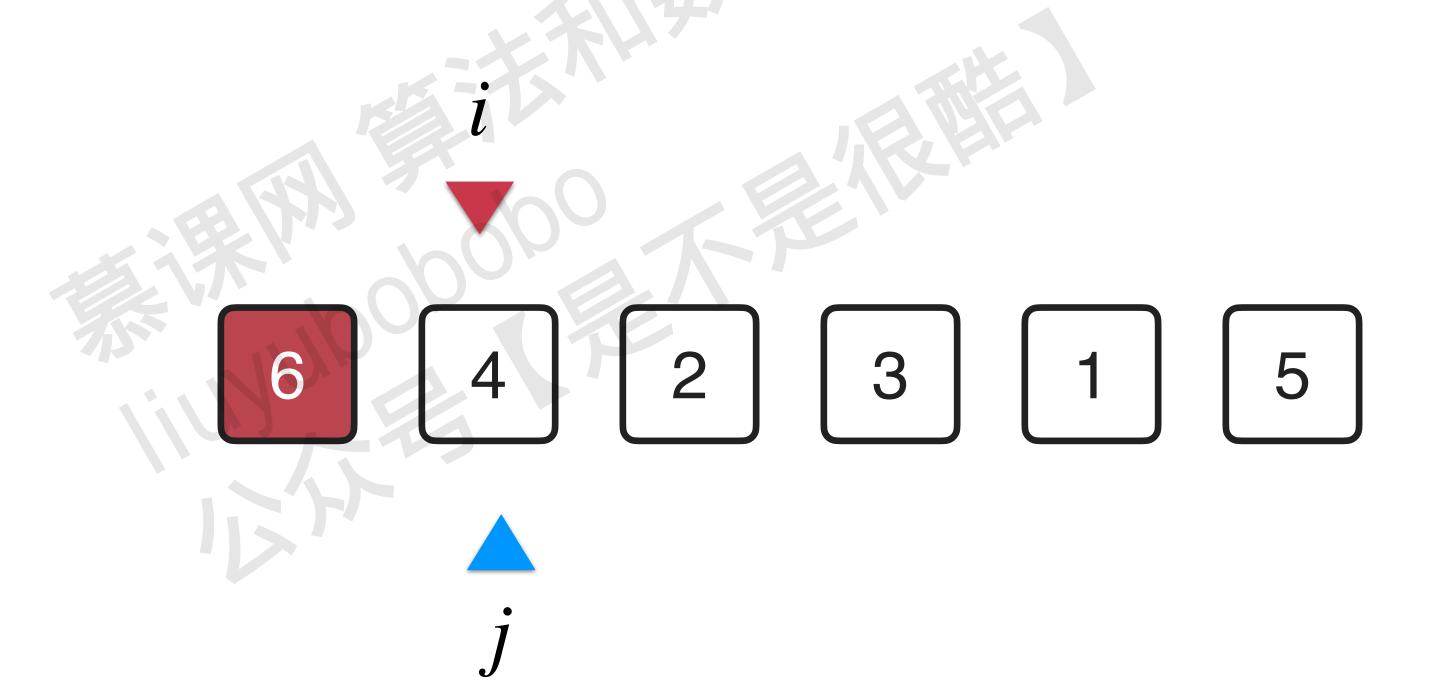
arr[0, i) 已排好序; arr[i...n) 未排序 把 arr[i] 放到合适的位置

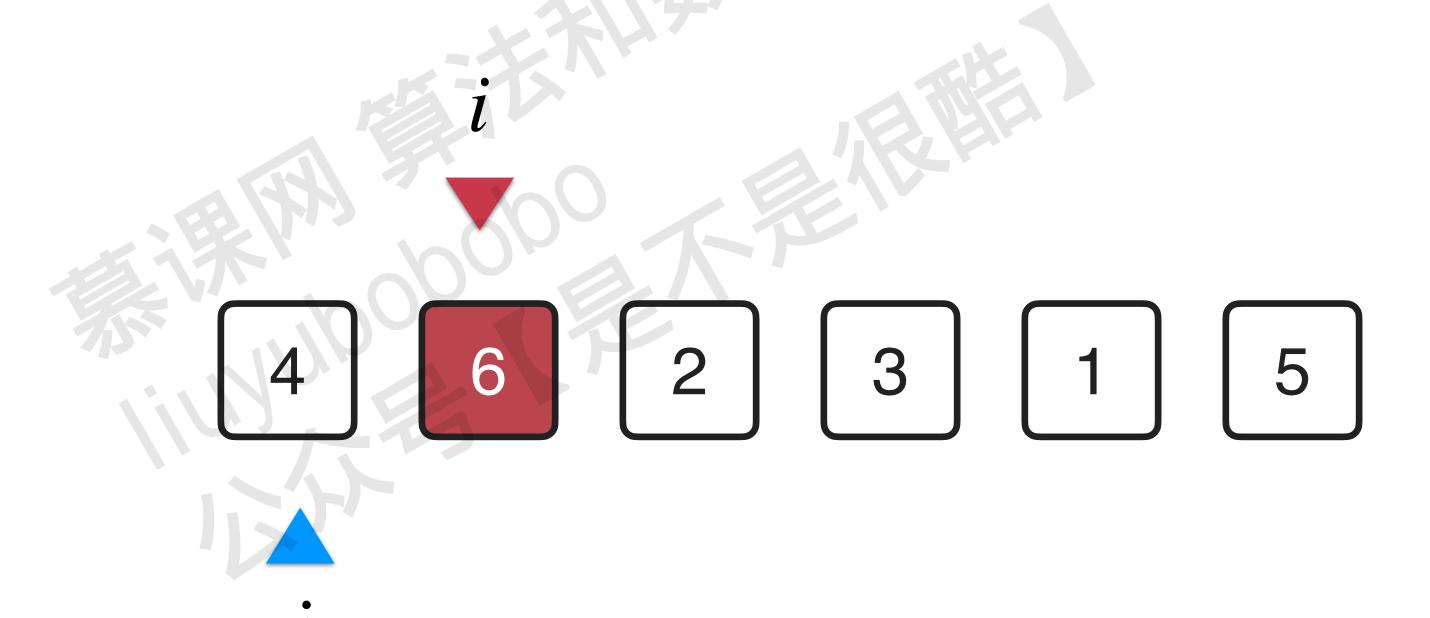
*i*6 4 2 3 1 5

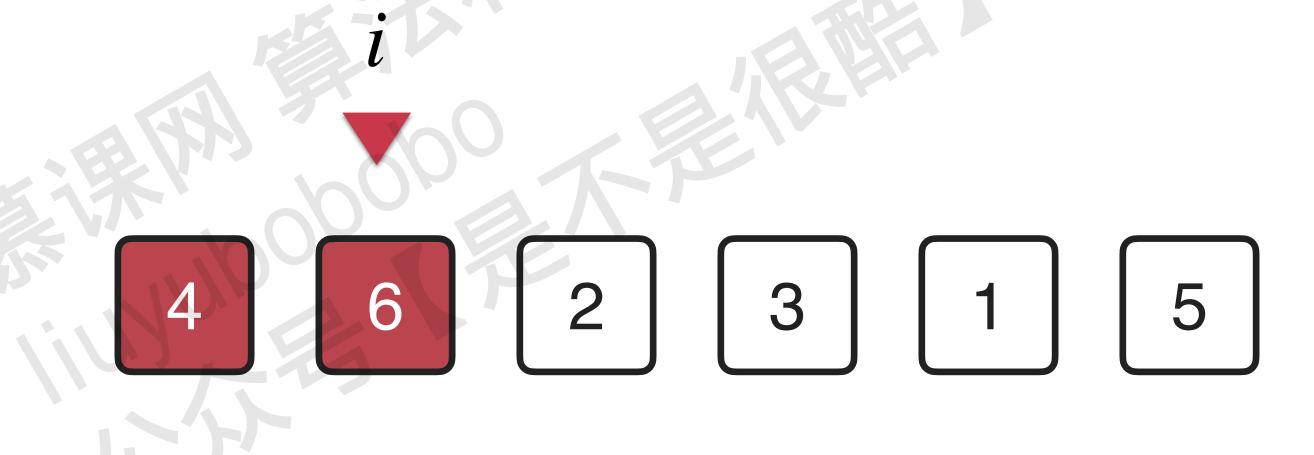
arr[0, i) 已排好序; arr[i...n) 未排序 把 arr[i] 放到合适的位置

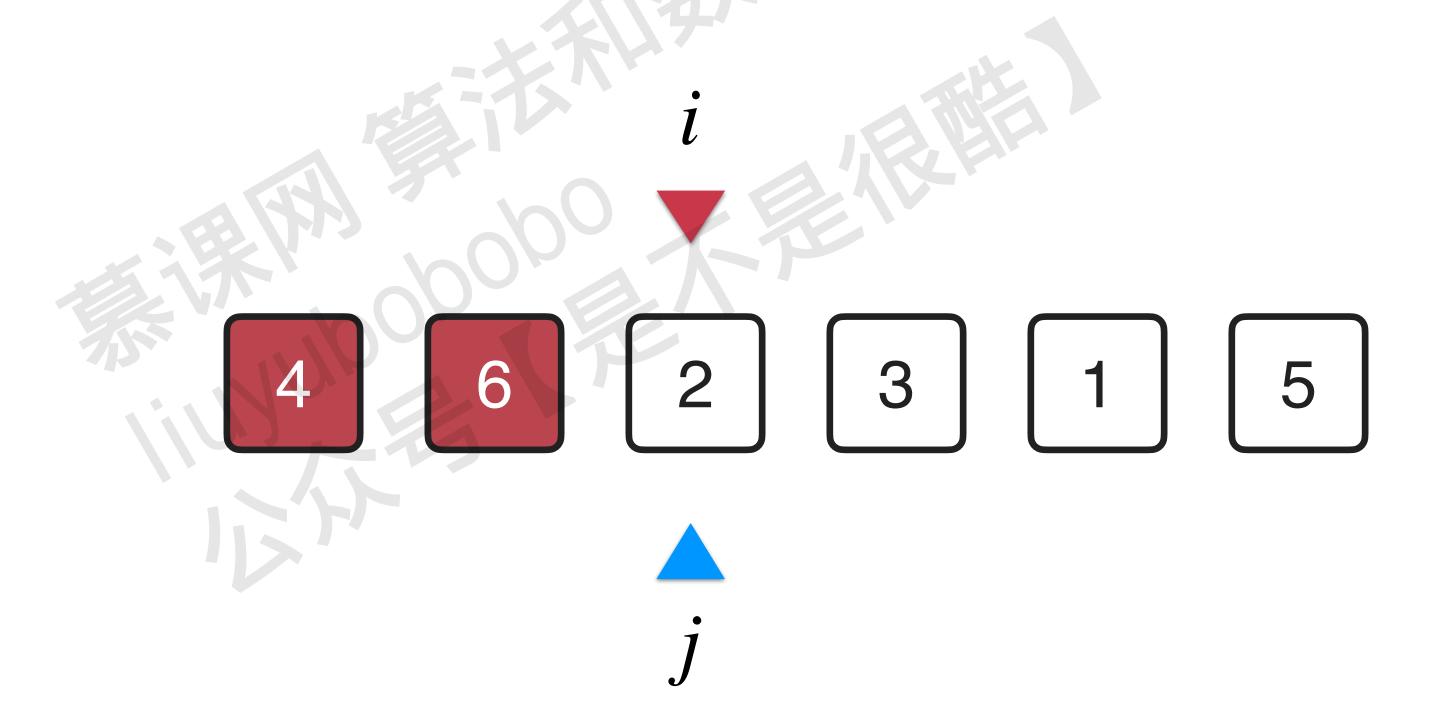
i
6 4 2 3 1 5

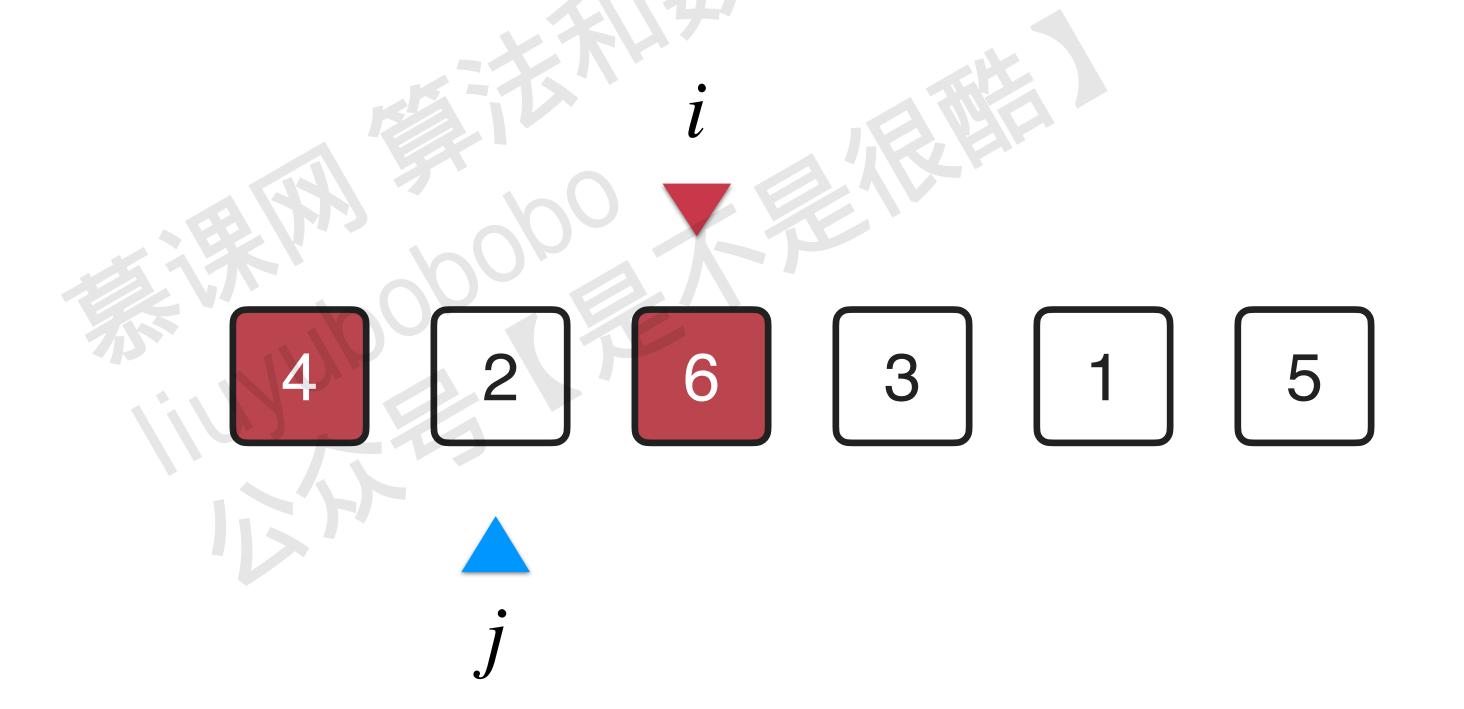


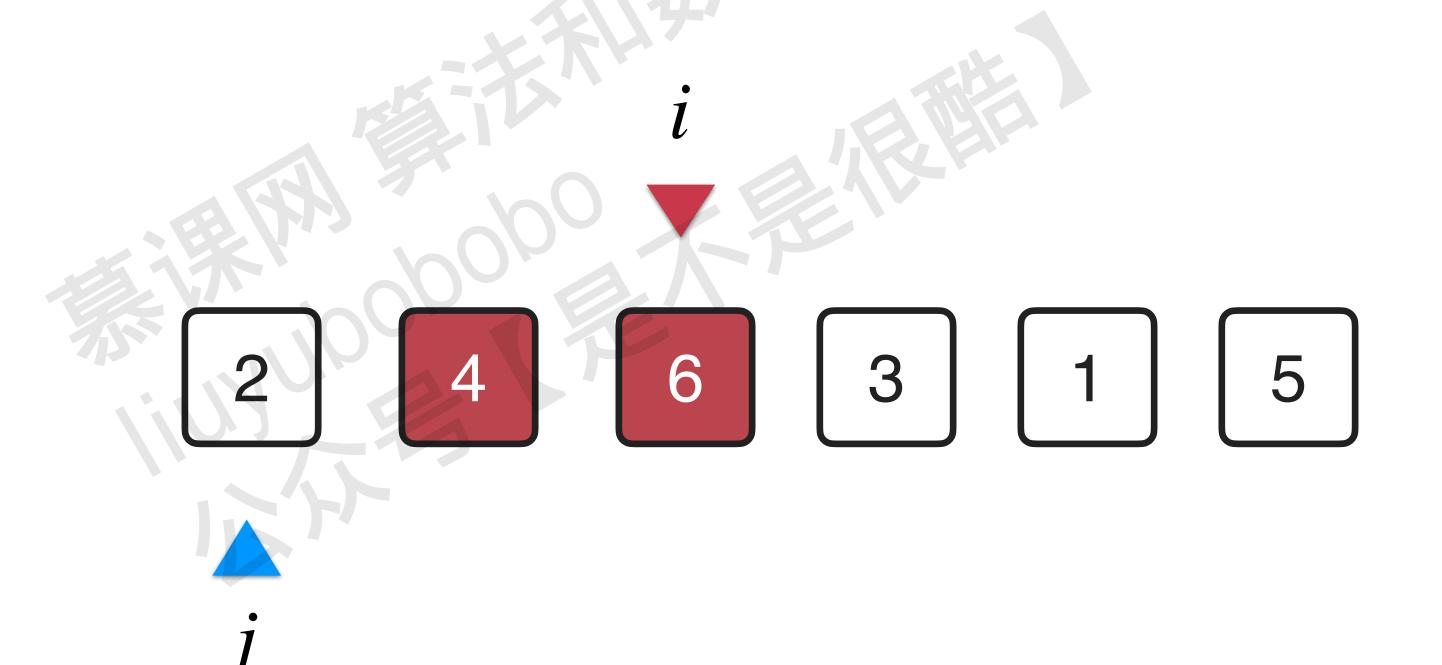


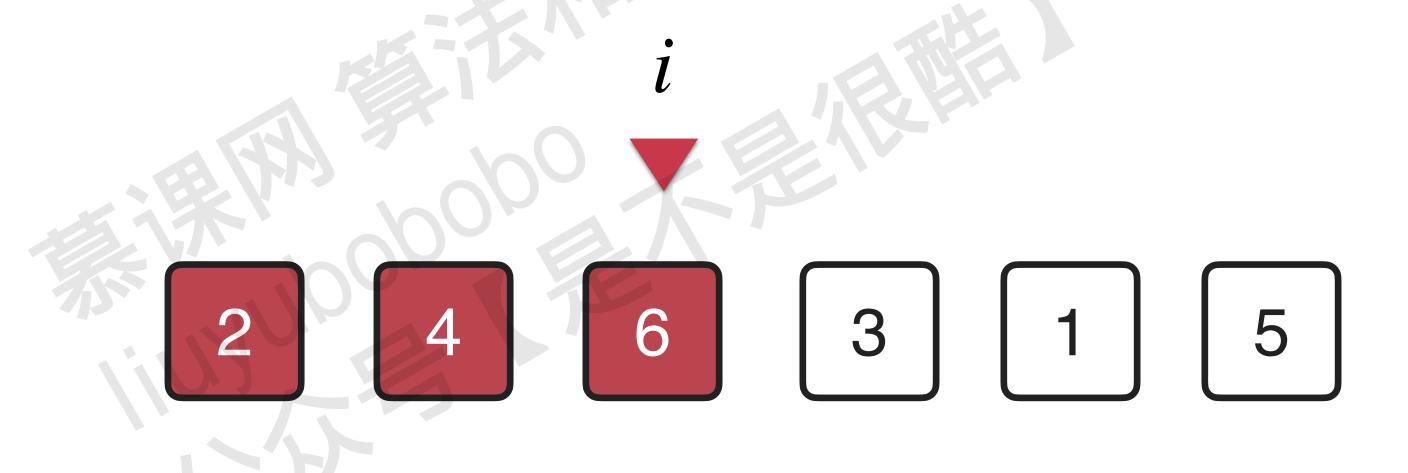


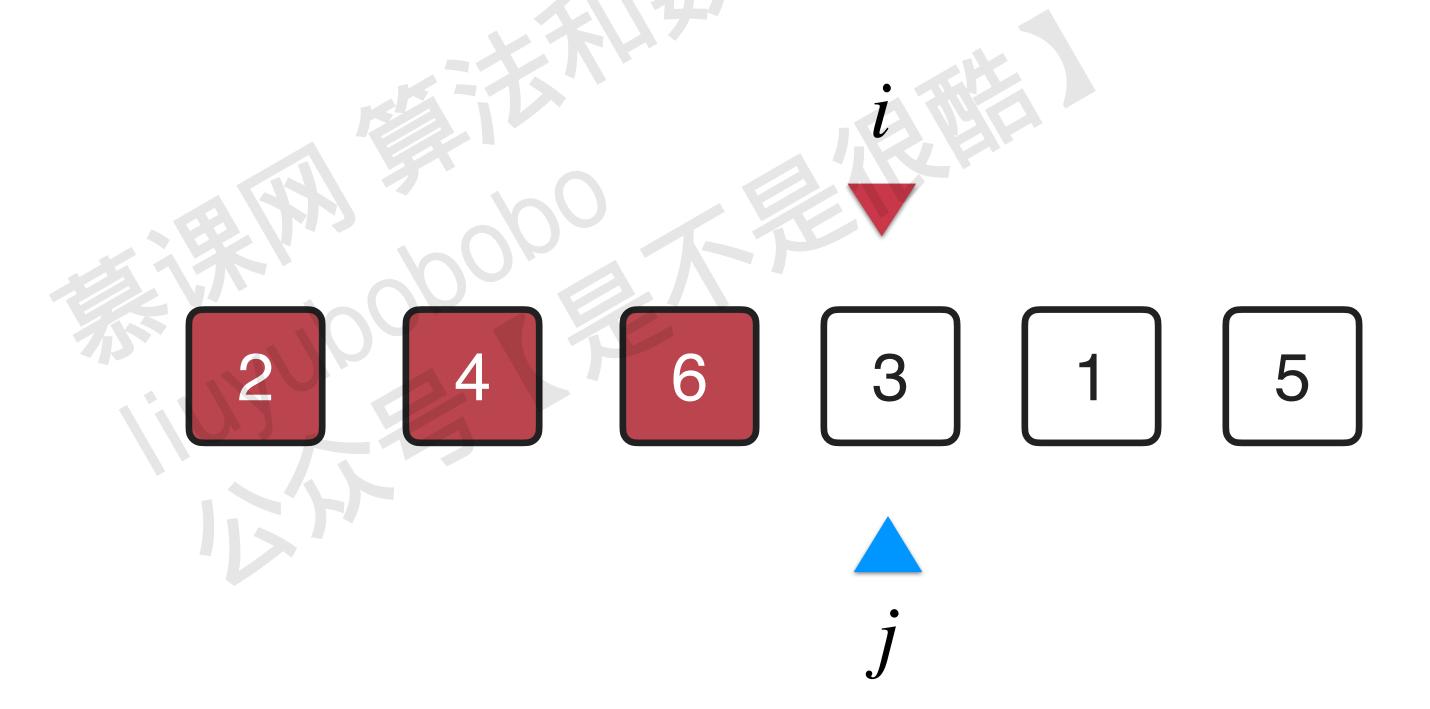


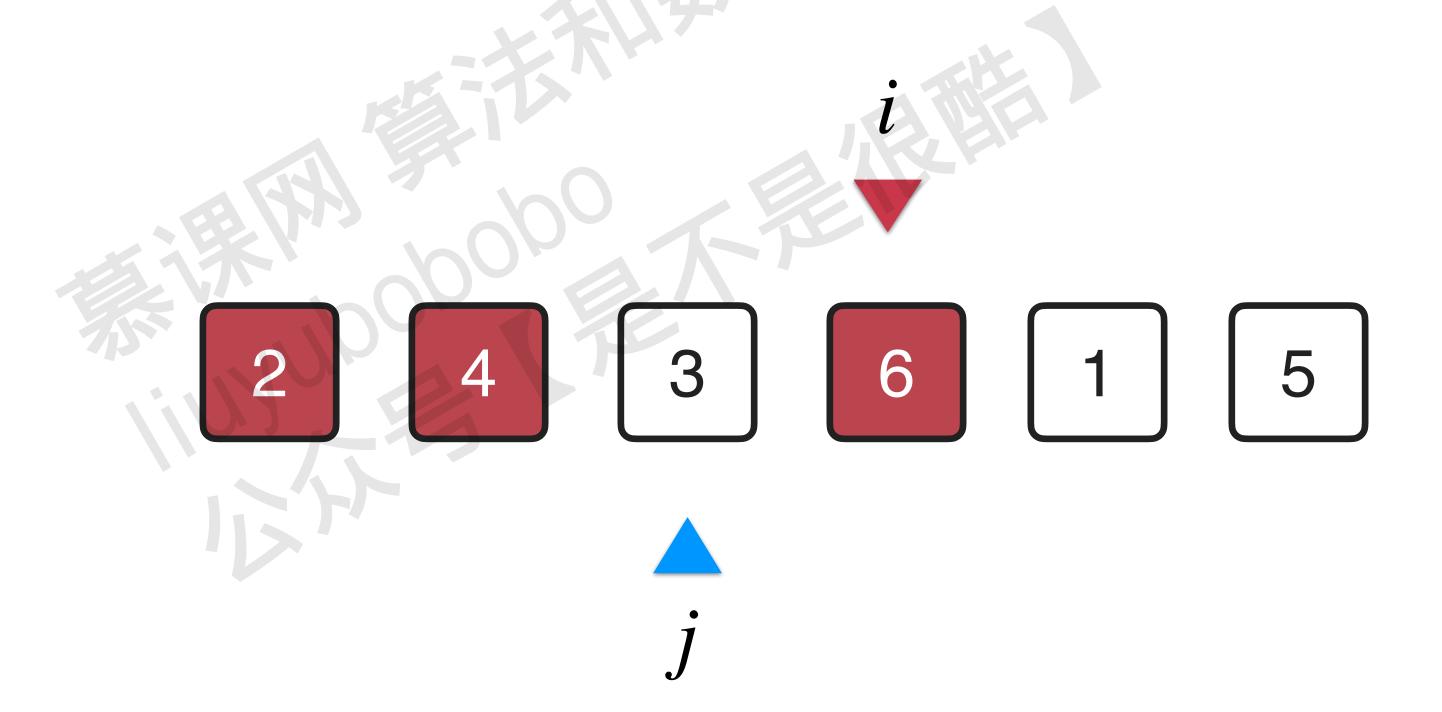


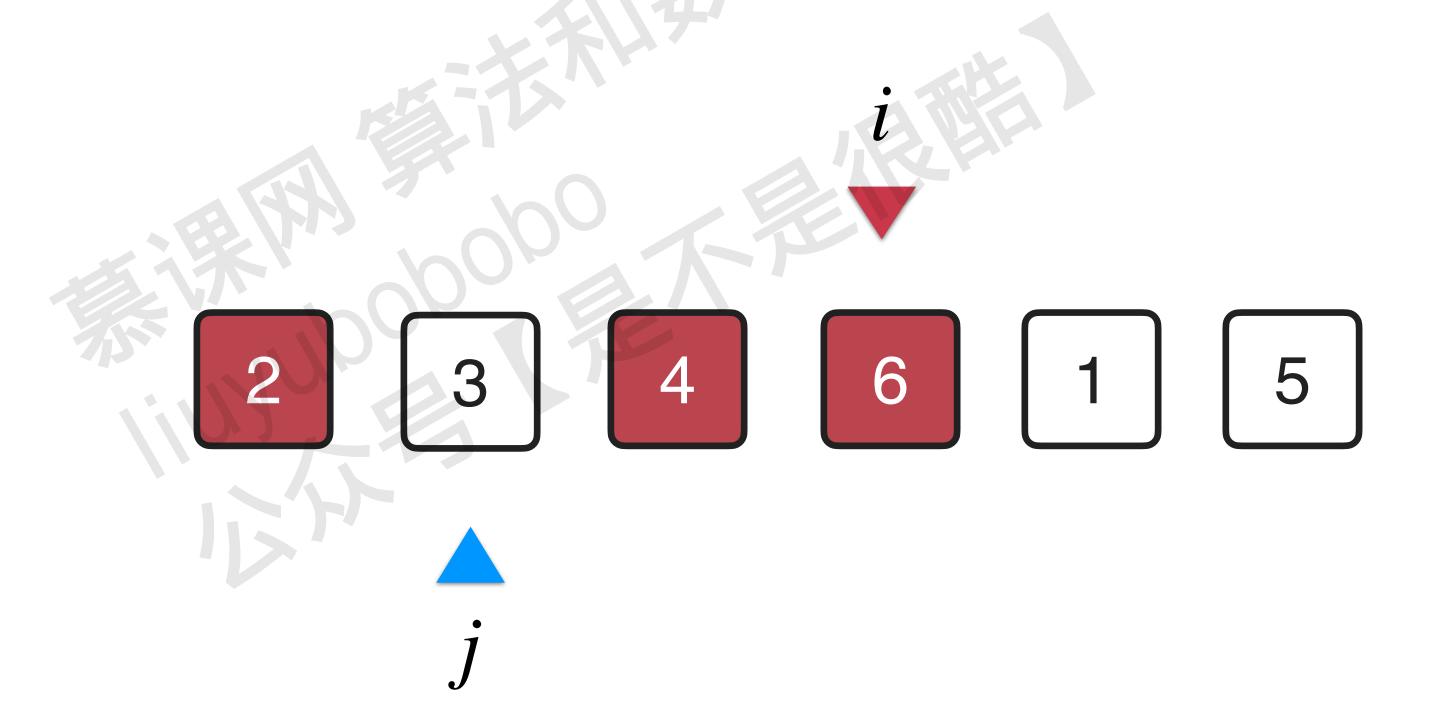


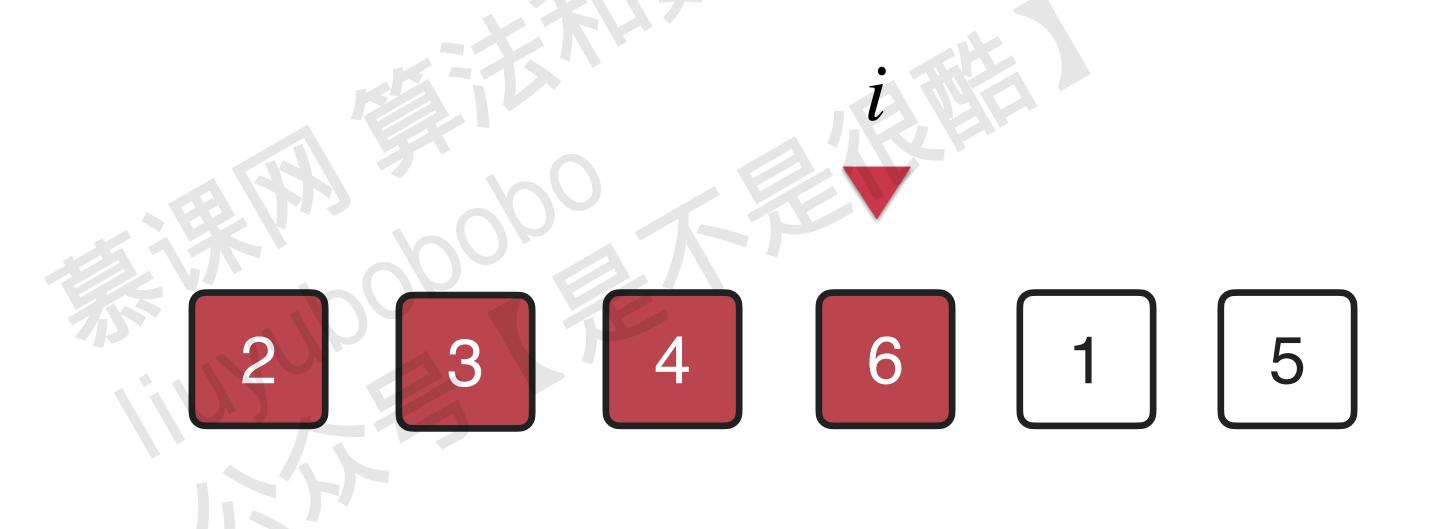












 i

 i

 5

 5

 6

 5

插入排序 2 3 4 6 1 5

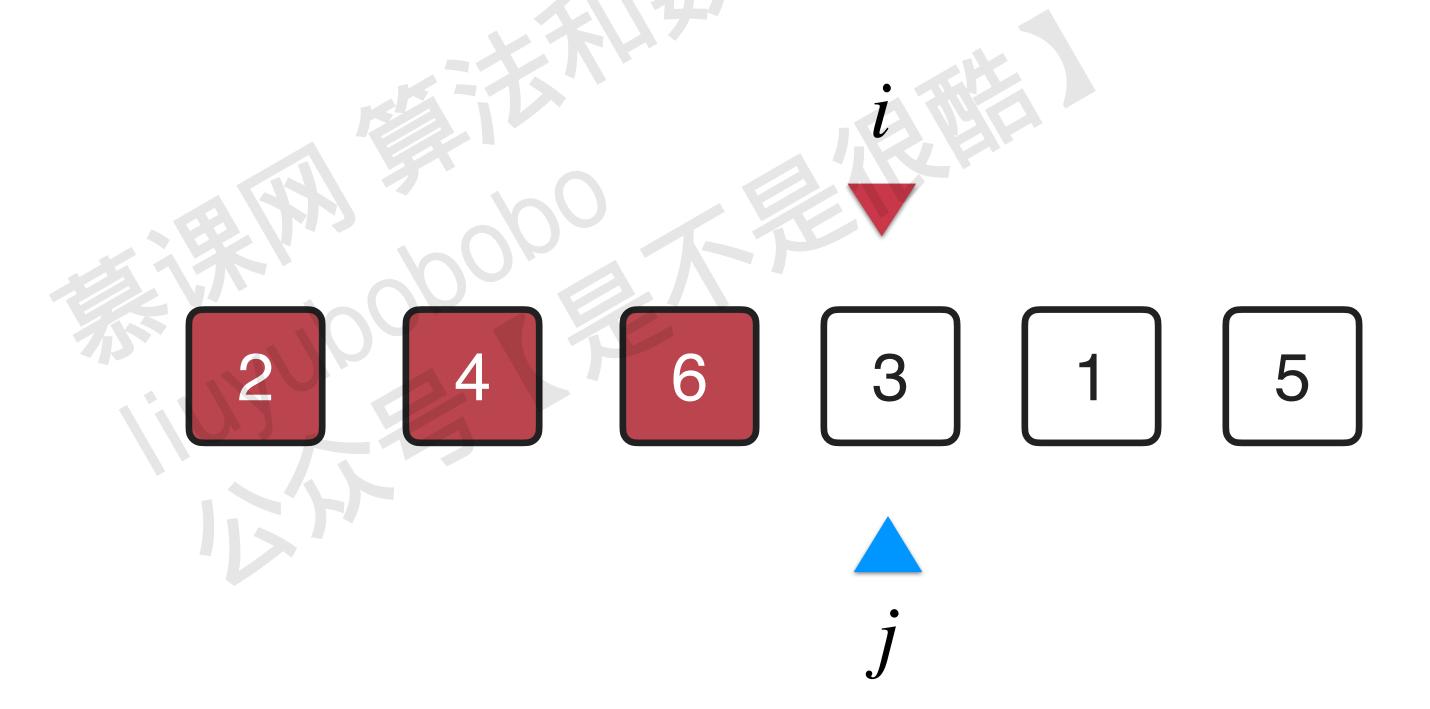
# 实现插入排序法

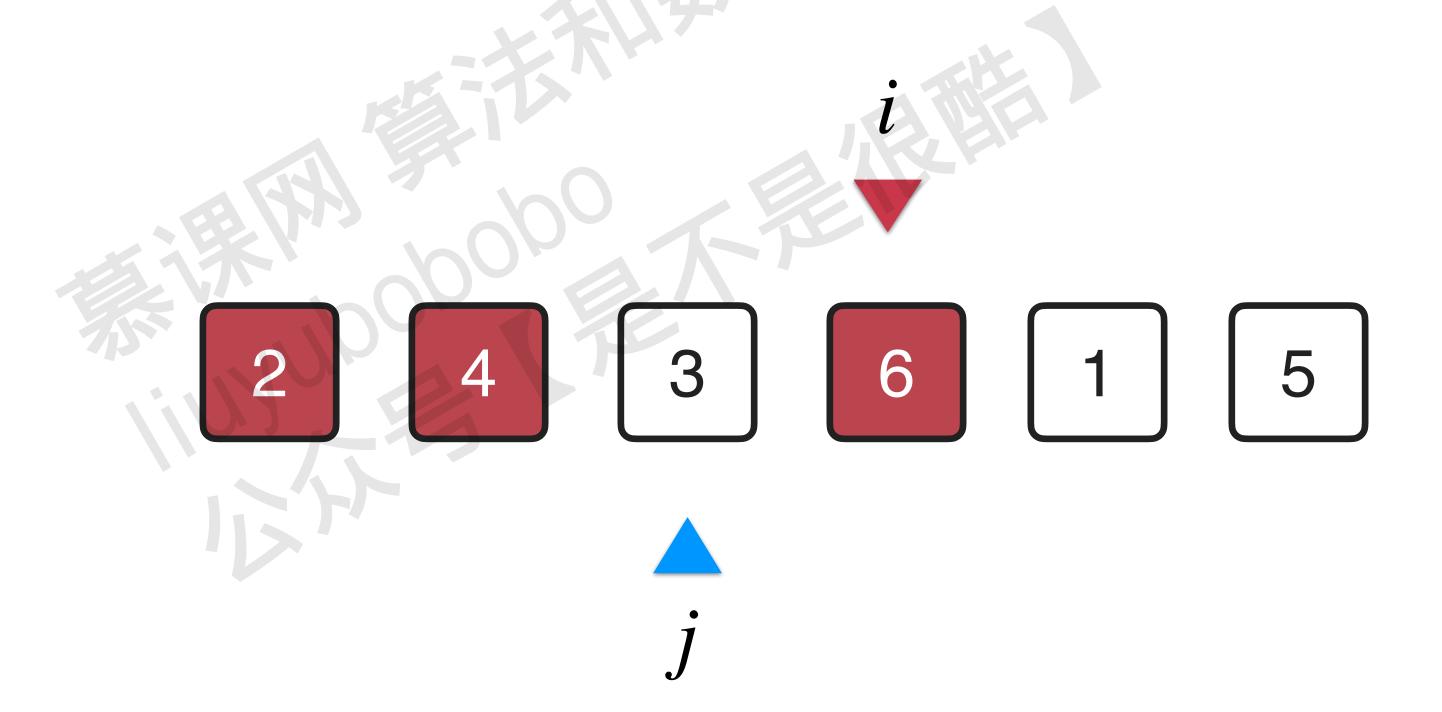
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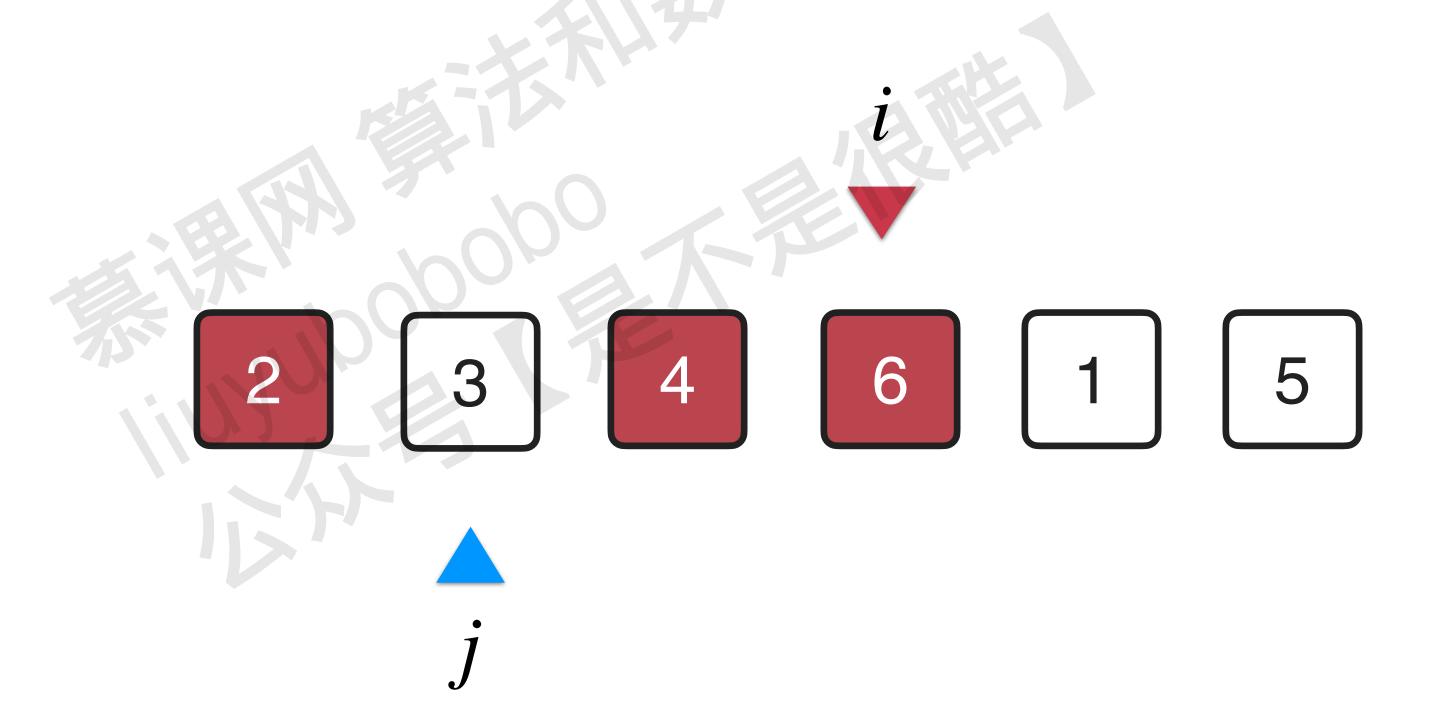
#### 实现插入排序法

实践:实现插入排序法

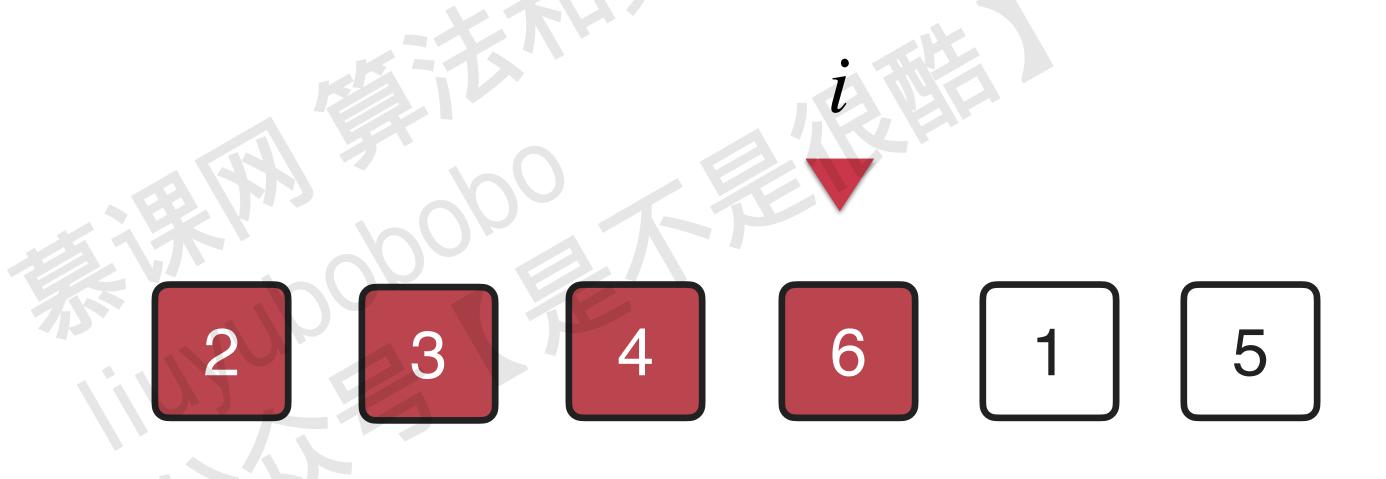
liuyubobobo



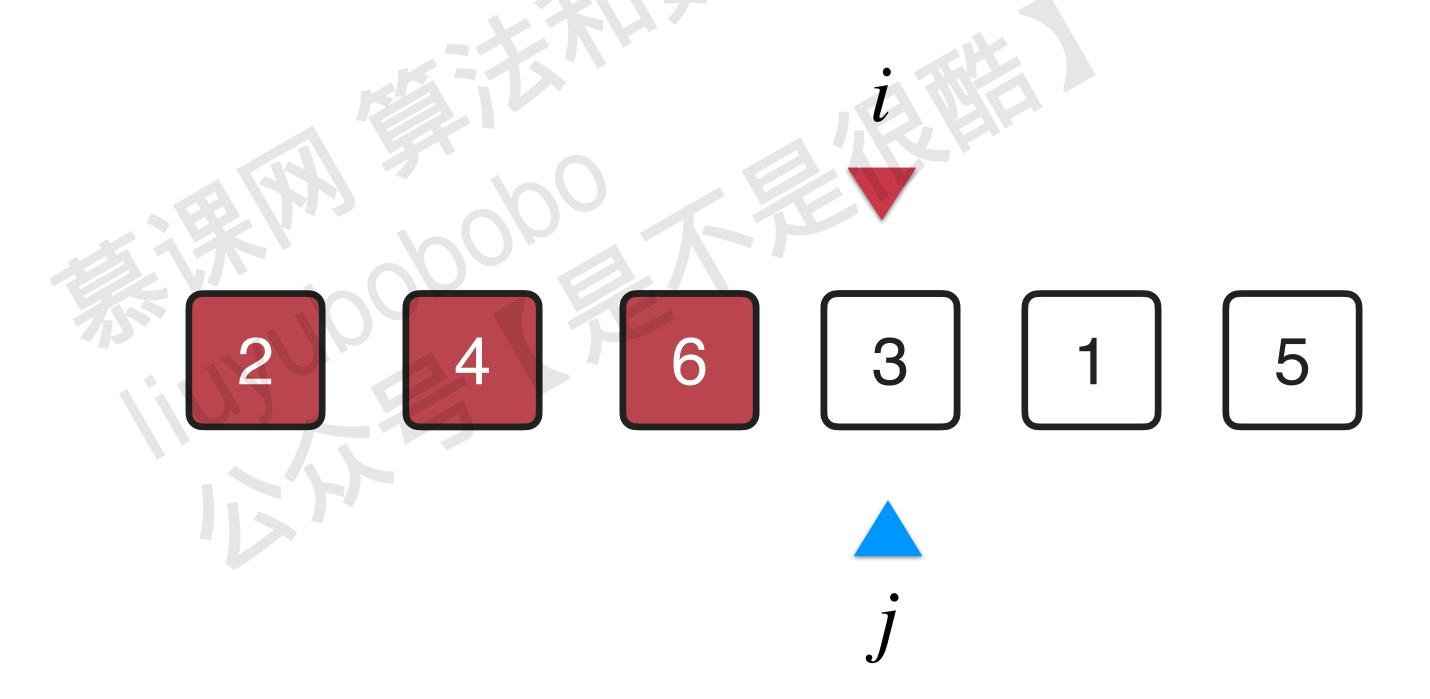


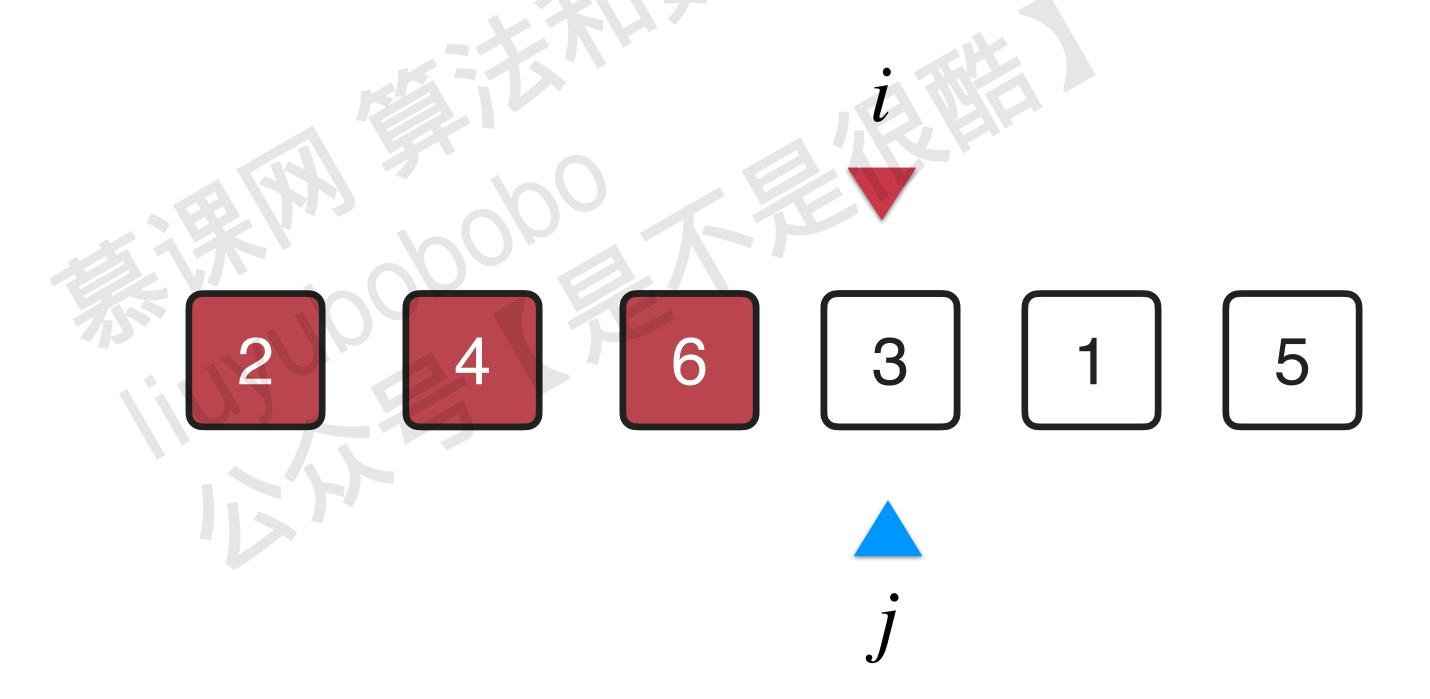


arr[0, i) 已排好序; arr[i...n) 未排序 把 arr[i] 放到合适的位置



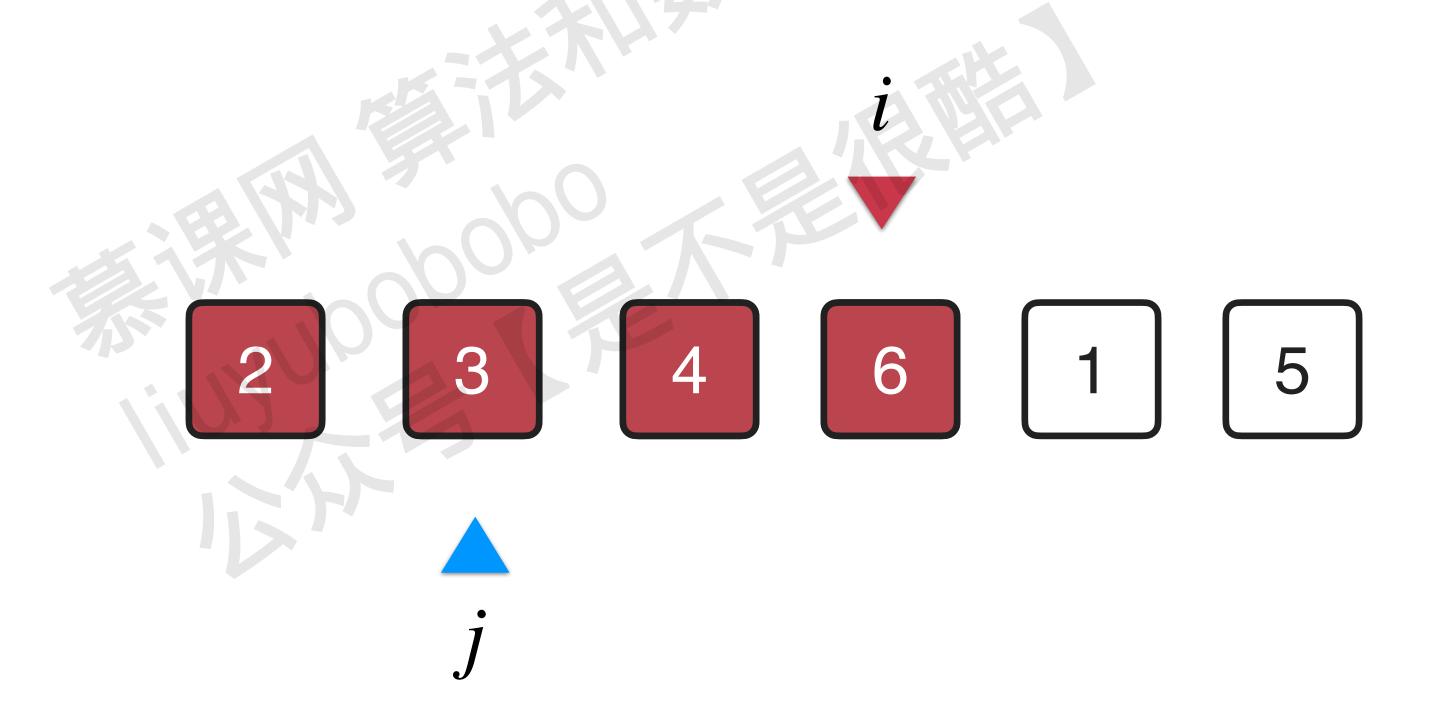
每次交换是三次操作











#### 实现插入排序法的优化

实践:实现插入排序法的优化

# 插入排序法的重要特性

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#### 插入排序法的重要特性

```
public static <E extends Comparable<E>>> void sort(E[] arr){

for(int i = 0; i < arr.length; i ++){

    // 将 arr[i] 插入到合适的位置
    E t = arr[i];
    int j;
    for(j = i; j - 1 >= 0 && arr[j - 1].compareTo(t) > 0; j --){
        arr[j] = arr[j - 1];
    }
    arr[j] = t;
}
```





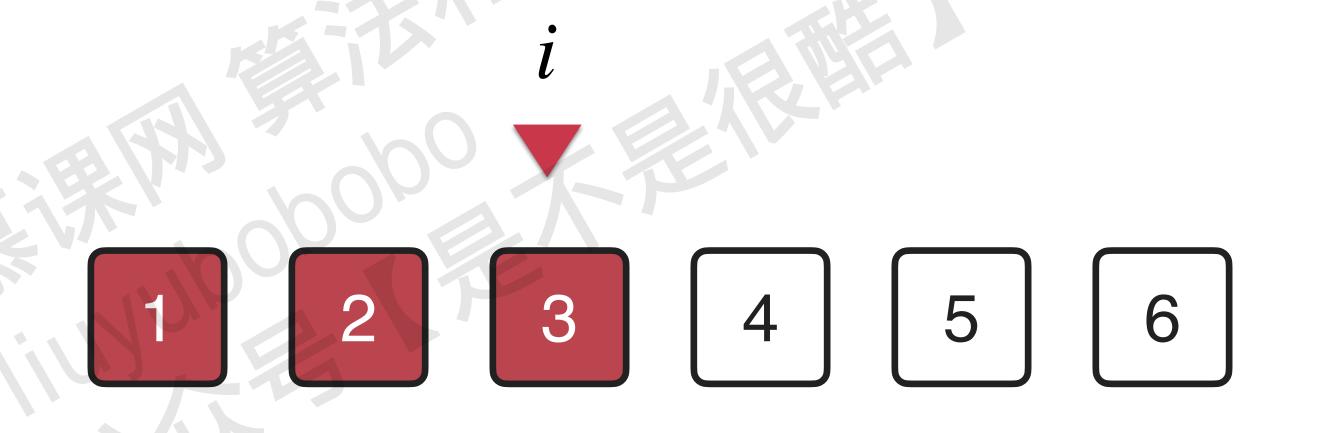








对于有序数组,插入排序的复杂度是 O(n) 的整体,插入排序的复杂度依然是 O(n^2) 的



对比,选择排序的复杂度永远是 O(n^2) 的

实践:验证插入排序法的特性

# 作业: 换个方式实现插入排序法?

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#### 换个方式实现插入排序法?

arr[0, i) 已排好序; arr[i...n) 未排序

arr[0, i) 未排序;arr[i...n) 已排序

*i*2 3 4 6 1 5

### 换个方式实现插入排序法?

arr[0, i) 未排序; arr[i...n) 已排序 循环不变量

# 解析:换个方式实现插入排序法

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## 本章小结

选择排序法

插入排序法

循环不变量

均是 O(n^2) 算法

对于完全有序的数组,插入排序成为 O(n) 的算法

## 其他

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# 算法与数据结构体系课程

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