| Experiment No.1 |
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| Insertion Sort |
| Date of Performance: |
| Date of Submission: |

# Experiment No.1

**Title**: Insertion Sort

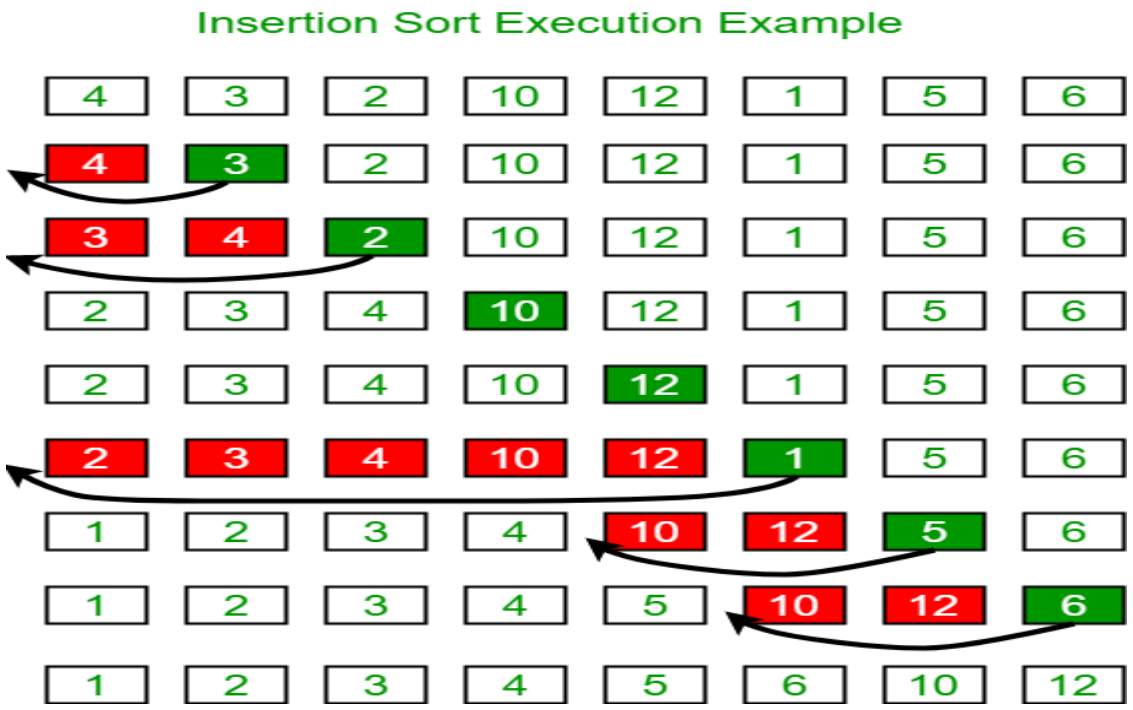
**Aim**: To implement Selection Comparative analysis for large values of 'n'

**Objective:** To introduce the methods of designing and analysing algorithms

**Theory**:

Insertion sort is a simple sorting algorithm that works similar to the way you sort playing cards in your hands. The array is virtually split into a sorted and an unsorted part. Values from the unsorted part are picked and placed at the correct position in the sorted part.

**Example:**



**Algorithm and Complexity:**

| INSERTION-SORT($A$) | *cost* | *times* |
|---|---|---|
| 1 **for** $j = 2$ **to** $A.length$ | $c_1$ | $n$ |
| 2 $key = A[j]$ | $c_2$ | $n-1$ |
| 3 // Insert $A[j]$ into the sorted sequence $A[1..j-1]$. | 0 | $n-1$ |
| 4 $i = j-1$ | $c_4$ | $n-1$ |
| 5 **while** $i > 0$ and $A[i] > key$ | $c_5$ | $\sum_{j=2}^{n} t_j$ |
| 6 $A[i+1] = A[i]$ | $c_6$ | $\sum_{j=2}^{n} (t_j - 1)$ |
| 7 $i = i-1$ | $c_7$ | $\sum_{j=2}^{n} (t_j - 1)$ |
| 8 $A[i+1] = key$ | $c_8$ | $n-1$ |

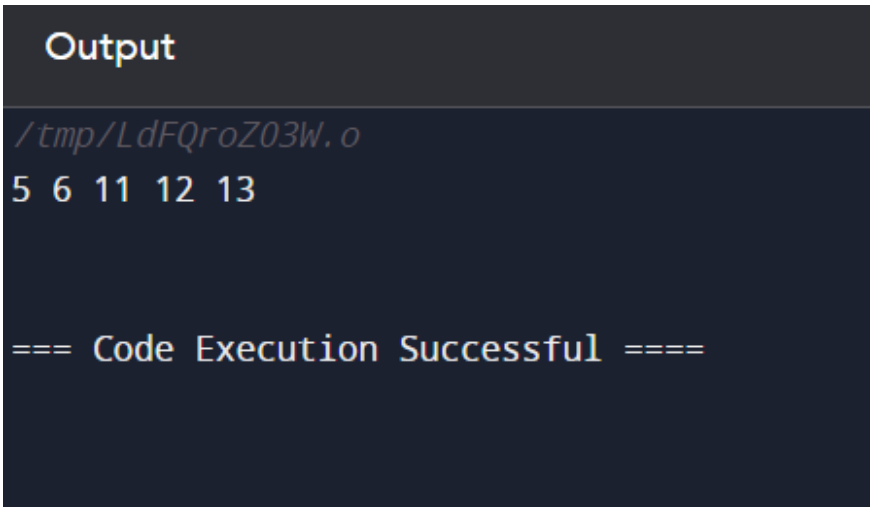
**Implementation:**

```
#include <math.h>
#include <stdio.h>
void insertionSort(int arr[], int n)
{
	int i, key, j;
	for (i = 1; i < n; i++)
	{
		key = arr[i];
		j = i - 1;
		while (j >= 0 && arr[j] > key)
		{
			arr[j + 1] = arr[j];
			j = j - 1;
		}
		arr[j + 1] = key;
	}}
void printArray(int arr[], int n)
{
	int i;
	for (i = 0; i < n; i++)
		printf("%d ", arr[i]);
	printf("\n");
}
int main()
{
	int arr[] = {12, 11, 13, 5, 6};
	int n = sizeof(arr) / sizeof(arr[0]);
```

```
    insertionSort(arr, n);
    printArray(arr, n);

    return 0;
}
```

**Output:**




**Conclusion:** Insertion Sort is a straightforward sorting algorithm with a manageable implementation and good performance characteristics for small datasets or nearly sorted arrays. However, its quadratic time complexity limits its efficiency for larger datasets compared to more advanced sorting algorithms.