Bubble Sort and Selection Sort # include & sldio. h) Void Swap (int *xp, int * yD) int temp = *xp

*xp = *xp

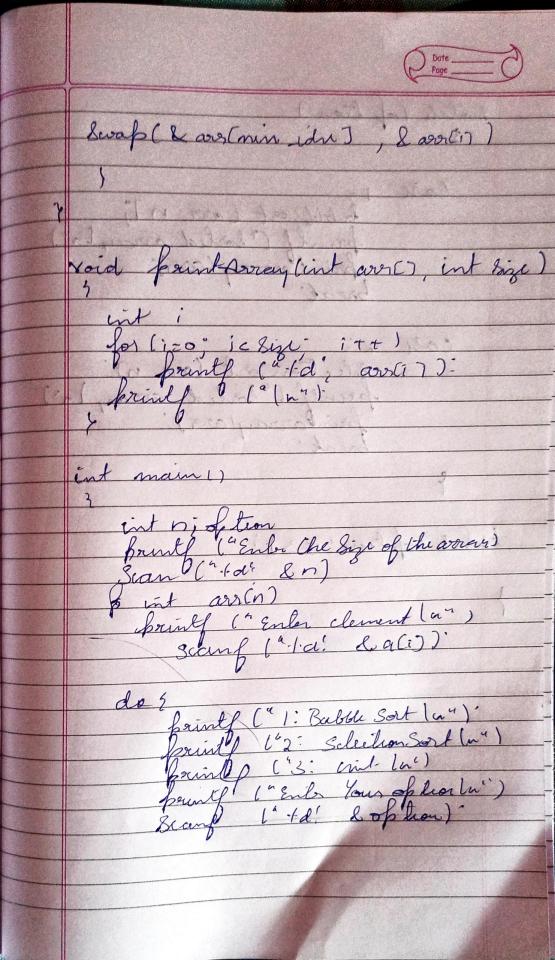
*yp = temp: Void Gebble Sort (int arow, int n) int i, j

for (i-o; i2n-1; i+t)

for (i-o; j<n-i-1; i+t) Swap (& ars (i)) Swar (it) Void Selection Sort (int area (), inth) for (i=0; [kn-1; i++) for (i) = i + 1 ; i < n; i + +)

if (ars(i) < ars(mid_ion))

min_idu = j



switch (of tion) brind array (arr);

break case 20 selection (or n) frint ("boiled array !!)

frint array (aro.):

break! Swhite 1 of tran : 23)