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```
#include <iostream>
using namespace std;

template <class X> void bubble(X *items, int count)
{
    X t;

    for(int a=1; a<count; a++)
        for(int b=count-1; b>=a; b--)
            if(items[b-1] > items[b]) {
                t = items[b-1];
                items[b-1] = items[b];
                items[b] = t;
            }
}

int main()
{
    int iarray[7] = {7, 5, 4, 3, 9, 8, 6};
    double darray[5] = {4.3, 2.5, -0.9, 10.2, 3.0};

    cout << "Here is unsorted integer array: ";
    for(int i=0; i<7; i++)
        cout << iarray[i] << ' ';
    cout << endl;

    bubble(iarray, 7);

    cout << "Here is sorted integer array: ";
    for(int i=0; i<7; i++)
        cout << iarray[i] << ' ';
    cout << endl;

    cout << "Here is unsorted double array: ";
    for(int i=0; i<5; i++)
        cout << darray[i] << ' ';
    cout << endl;

    bubble(darray, 5);
```

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```
cout << "Here is sorted double array: ";  
for(int i=0; i<5; i++)  
    cout << darray[i] << ' '  
cout << endl;  
  
    return 0;  
}
```

```
Here is unsorted integer array: 7 5 4 3 9 8 6  
Here is sorted integer array: 3 4 5 6 7 8 9  
Here is unsorted double array: 4.3 2.5 -0.9 10.2 3  
Here is sorted double array: -0.9 2.5 3 4.3 10.2
```

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13.15.1. A Generic bubble sort

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