	AND A PERSON
(= 1, 1)	T
1 No . of compasision.	
© NO. 03 Suaps .	
3 Adaptive	
1 Stoble	code และ การ
3 Earoa memory.	
(++1, 10	X (1=1)
1. Bussile Soot James	7.0
1. Bubble Soot Joint) 2. Inscrition Soot	- 36
3. Selection Soxt	
4. Heap Soot Johnson)	Composision lossed soot
5. Mesge Sort	
5. Mesge Soxt	
5 Merge Sort 6. Quiek Sort 7 Trice Sort	
5 Merge Sort 6. Quick Sort	A Configurate
5 Merge Sort 6. Quiek Sort 7 Trice Sort	
5 Merge Soxt 6. Sweek Soxt 7 Trice Soxt 8 Shew Soxt] O(n3/2)	Index bosed sort
5 Merge Soxt 6. Suick Soxt 7 Trice Soxt 8 Shell Soxt] O(n3/2) 9. Count Soxt	3 hdex

State.

Name A B C D E F G
masuks 5 8 6 4 6 7 10

J Statien 8086ing

C'3 6 come betwee

E'3 6 then 81066

Nome, D A C E F B G

marks 4 5 6 6 7 8 10

Bubble Soot

* Adaptive In with posses

* Stoble K langest element

Scie chon Soot

No \cdot g composision = $\frac{n(n-1)}{2}$

No. of Suap = O(n2)

In 4th pass

K smallest element.