The act of swapping two [variables](http://en.wikipedia.org/wiki/Variable_(programming)) refers to mutually exchanging the values of the variables. This can be done with or without temporary variables. The following shows swapping being done using a temp variable.

int main( )

{

int a=10,

b=20,

temp;

int c[2]={10,20};

*//Swap the contents of “a” and “b”*

temp=a;

a=b;

b=temp;

*//Swap the contents of array*

temp=c[0];

c[0]=c[1];

c[1]=temp;

}





Sorting

* Sorting algorithms are used to arrange random data into some order.

* + Ascending order

Values in the array are stored from lowest to highest.

* + Descending order

Values in the array are stored from highest to lowest.

* **Selection sort** repeatedly finds the next largest (or smallest) element in the array and moves it to its final position.
* **Bubble sort** is the simplest and also the slowest. The basis of this algorithm is to compare each element in the list with the element next to it, and swap them if required. If sorting in ascending order, the larger values "bubble" to the end of the list while smaller values "sink" towards the beginning of the list. If sorting in descending order, the smaller values "bubble" to the end of the list while larger values "sink" towards the beginning of the list.
* **Insertion sort** is done by iterating up the array, growing the sorted list behind it. At each array-position, it checks the value there against the largest value in the sorted list (which happens to be next to it, in the previous array-position checked). If larger, it leaves the element in place and moves to the next. If smaller, it finds the correct position within the sorted list, shifts all the larger values up to make a space, and inserts into that correct position.



#include <iostream>

using namespace std;

#define size 10

void bubble(int arr[SIZE], int limit)

{

int temp, index;

*//This loop is used to determine the number of passes*

for (;limit > 0;limit--){

for (index=0; index<limit; index++)

{

*//To change to descending order just change the*

*//relational operator to <*

if (arr[index] > arr[index+1])

{

*//Swap array element*

temp=arr[index];

arr[index]=arr[index+1];

arr[index+1]=temp;

}

}

}

}

int main()

{

int arr[SIZE] ={43,22,17,36,16} ;

int effective\_size=5;

bubble(arr,effective\_size-1); *//Pass entire array*

for (int i=0; i<effective\_size;i++)

cout<<arr[i]<<endl;

}



#include <iostream>

using namespace std;

#define SIZE 10

void selection(int arr[], int limit)

{

int temp, index\_of\_largest,index;

*//This loop is used to determine the number of passes*

for(;limit > 0;limit--){

index\_of\_largest=0 ;

*//This loop is used to determine the number of*

*//comparisons for each pass*

for (index=1; index<=limit; index++) {

*//To change to descending order just change the*

*//relational operator to <.*

if (arr[index] > arr[index\_of\_largest])

index\_of\_largest=index; *//Store the*

*//index of*

*//array element*

}

*//Swap element at the end of pass if needed*

if (limit !=index\_of\_largest){

temp=arr[limit];

arr[limit]=arr[index\_of\_ largest];

arr[index\_of\_ largest]=temp;

}

}

}

int main()

{

int arr[size] ={43,22,17,36,16} ;

int effective\_size=5;

selection(arr,effective\_size-1); *//Pass entire array*

for (int i=0; i<effective\_size; i++){

cout << arr[i]<<endl;

}

}



#include <iostream>

using namespace std;

#define SIZE 6

void print\_array(int arr[])

{

cout<< "insertion sort steps: ";

for (int i=0; i<SIZE; i++)

cout<<arr[i]<<" ";

cout<<endl;

}

void insertion\_sort(int arr[])

{

int i, j ,tmp;

for (i = 1; i < SIZE; i++) {

for (j=i; j>0 && arr[j] < arr[j-1];j--){

tmp = arr[j];

arr[j] = arr[j - 1];

arr[j - 1] = tmp;

}

}

}

int main(){

int a[]={43,22,17,36,16} ;

insertion\_sort(a);

print\_array(a);

}

**Inversion Count**

//Inversion Count for an array indicates – how far (or close)

//the array is from being sorted. If array is already sorted

//then inversion count is 0. If array is sorted in reverse order

//that inversion count is the maximum.

//The sequence 2, 4, 1, 3, 5 has three inversions

//(2, 1), (4, 1), (4, 3).

// 2 is only greater than 1, 4 is greater than 1 and 3,

//1 and 3 are good, 5 there is nothing after it

#include <cstdio>

#include <iostream>

using namespace std;

int getInvCount(int arr[], int n)

{

int inv\_count = 0;

int i, j;

//Start from the left and compare each one against

//everything on its right

//Does not need to check the last item because there is

//nothing after it.

for(i = 0; i < n-1; i++)

for(j = i+1; j < n; j++) //start with one after the item that is checked.

if(arr[i] > arr[j])

inv\_count++;

return inv\_count;

}

int main()

{

int arr[] = {1, 20, 6, 4, 5};

printf(" Number of inversions are %d \n", getInvCount(arr, 5));

int a;

cin>>a;

}

## Searching

* Sequential search is the simplest algorithm. It tests a key against each element in the list successively. The list does not need to be sorted. However, in the worst case all elements might have to be tested.

**Sequential Search**

#include <iostream>

using namespace std;

#define SIZE 5

bool search(int searchKey, int a[]);

int main( ){

int a[SIZE]={5,9,11,12,14};

int searchKey;

cout << “what number do you want to search for”;

cin>>searchKey;

if (search(searchKey, a))

cout << “Found”;

else

cout <<”Not found”;

}

bool search(int searchKey, int a[]){

bool found=false;

for (int i=0; i<SIZE; i++) *//Scan every element in list*

if (a[i]==searchKey){ *//If found then break out of*

found=true; *//loop*

i=SIZE;

}

return(found);

}

**Binary Search**

* Binary search works on a sorted list. It tests whether the array element (halfway between positions low and high) is equal to the key. If the element is equal to key, then the search is successful. If the array element at the position tested is too large, then change the value of high to one less than the tested position. If the array element at the position tested is too small, then change the value of low to one more than the tested position. Continue this procedure as long as key is not found and low is less than or equal to high.

The line to calculate the mean of two integers:

mid = (low + high) / 2

could produce the wrong result in some programming languages when used with a bounded integer type, if the addition causes an overflow. (This can occur if the array size is greater than half the maximum integer value.) If signed integers are used, and low + high overflows, it becomes a negative number, and dividing by 2 will still result in a negative number. Indexing an array with a negative number could produce an out-of-bounds exception, or other undefined behavior. If unsigned integers are used, an overflow will result in losing the largest bit, which will produce the wrong result.

One way to fix it is to manually add half the range to the low number:

mid = low + (high - low) / 2

#include <iostream>

using namespace std;

#define SIZE 7

int binary\_search(int A[], int key)

{

int high = SIZE-1, low = 0, mid;

bool found=false;

while (high >= low && !found){

// calculate the midpoint for roughly equal partition

mid = (high + low ) / 2;

if (key>A[mid] )

low = mid + 1;

else if (key<A[mid])

high = mid - 1;

else

found=true;

}

return found;

}

int main(){

int a[]={5,9,11,12,13,15,18,20}, searchKey;

cout << "\nwhat number do you want to search for? ";

cin>>searchKey;

if (binary\_search(a,searchKey))

cout << "Found";

else

cout <<"Not found";

}

KEY=19 mid = (high + low ) / 2;

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **SUBSCRIPT** | **0** | **1** | **2** | **3** | **4** | **5** | **6** | **7** |
| Array | 5 | 9 | 11 | 12 | 13 | 15 | 18 | 20 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | L |  |  | M |  |  |  | H |
| 2 |  |  |  |  | L | M |  | H |
| 3 |  |  |  |  |  |  | L M | H |
| 4 |  |  |  |  |  |  |  | LHM |
| 5 |  |  |  |  |  |  | H | L |
| 6 |  |  |  |  |  |  |  |  |

KEY=11 mid = (high + low ) / 2;

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **SUBSCRIPT** | **0** | **1** | **2** | **3** | **4** | **5** | **6** | **7** |
| Array | 5 | 9 | 11 | 12 | 13 | 15 | 18 | 20 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | L |  |  | M |  |  |  | H |
| 2 | L | M | H |  |  |  |  |  |
| 3 |  |  | LHM |  |  |  |  |  |
| 4 |  |  |  |  |  |  |  |  |
| 5 |  |  |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |  |  |

KEY=18 mid = low + (high - low) / 2

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **SUBSCRIPT** | **0** | **1** | **2** | **3** | **4** | **5** | **6** |
| Array | 5 | 9 | 11 | 12 | 13 | 15 | 18 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | L |  |  | M |  |  | H |
| 2 |  |  |  |  | L | M | H |
| 3 |  |  |  |  |  |  | LHM |
| 4 |  |  |  |  |  |  |  |
| 5 |  |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |  |

KEY=11 mid = low + (high - low) / 2

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **SUBSCRIPT** | **0** | **1** | **2** | **3** | **4** | **5** | **6** |
| Array | 5 | 9 | 11 | 12 | 13 | 15 | 18 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | L |  |  | M |  |  | H |
| 2 | L | M | H |  |  |  |  |
| 3 |  |  | LHM |  |  |  |  |
| 4 |  |  |  |  |  |  |  |
| 5 |  |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |  |