//bobble sort

#include<stdio.h>

int main(){

int arr[]={10,290,7,12,19,3};

int size=sizeof(arr)/sizeof(arr[0]);

//implementing bobble sort algorithm

//number of element to be sorted

for(int i=1;i<=size-1;i++)

//number of element to be compared with

for(int j=0;j<size-i;j++)

//comparing adjacent data

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

arr[j]=arr[j]+arr[j+1]-(arr[j+1]=arr[j]);

//printing the sortes elements

for (int index=0;index<size;index++)

printf("%d ",arr[index]);

return 0;

}

//OUTPUT:

