Bubble Sort

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Bubble Sort is the simplest sorting algorithm that works by repeatedly swapping the adjacent elements if they are in wrong order.

Example:
First Pass:
(**5 1** 4 2 8) –> (**1 5** 4 2 8), Here, algorithm compares the first two elements, and swaps since 5 > 1.
(1 **5 4** 2 8) –> (1 **4 5** 2 8), Swap since 5 > 4
(1 4 **5 2** 8) –> (1 4 **2 5** 8), Swap since 5 > 2
(1 4 2 **5 8**) –> (1 4 2 **5 8**), Now, since these elements are already in order (8 > 5), algorithm does not swap them.

Second Pass:
(**1 4** 2 5 8) –> (**1 4** 2 5 8)
(1 **4 2** 5 8) –> (1 **2 4** 5 8), Swap since 4 > 2
(1 2 **4 5** 8) –> (1 2 **4 5** 8)
(1 2 4 **5 8**) –> (1 2 4 **5 8**)
Now, the array is already sorted, but our algorithm does not know if it is completed. The algorithm needs one **whole** pass without **any** swap to know it is sorted.

Third Pass:
(**1 2** 4 5 8) –> (**1 2** 4 5 8)
(1 **2 4** 5 8) –> (1 **2 4** 5 8)
(1 2 **4 5** 8) –> (1 2 **4 5** 8)

(1 2 4 **5 8**) –> (1 2 4 **5 8**)

Following is C implementation of Bubble Sort.

```
// C program for implementation of Bubble sort
#include <stdio.h>

void swap(int *xp, int *yp)
{
    int temp = *xp;
    *xp = *yp;
    *yp = temp;
}

// A function to implement bubble sort
void bubbleSort(int arr[], int n)
{
   int i, j;
   for (i = 0; i < n; i++)
       for (j = 0; j < n-i-1; j++) //Last i elements are already in
           if (arr[j] > arr[j+1])
              swap(&arr[j], &arr[j+1]);
}

/* Function to print an array */
void printArray(int arr[], int size)
{
    int i;
    for (i=0; i < size; i++)
        printf("%d ", arr[i]);
    printf("\n");
}
```

Categories

```
// Driver program to test above functions
int main()
{
    int arr[] = {64, 34, 25, 12, 22, 11, 90};
    int n = sizeof(arr)/sizeof(arr[0]);
    bubbleSort(arr, n);
    printf("Sorted array: \n");
    printArray(arr, n);
    return 0;
}
```

Output:

```
Sorted array:
11 12 22 25 34 64 90
```

Optimized Implementation:

The above function always runs O(n^2) time even if the array is sorted. It can be optimized by stopping the algorithm if inner loop didn't cause any swap.

```
// Optimized implementation of Bubble sort
#include <stdio.h>

void swap(int *xp, int *yp)
{
    int temp = *xp;
    *xp = *yp;
    *yp = temp;
}

// An optimized version of Bubble Sort
void bubbleSort(int arr[], int n)
{
   int i, j;
   bool swapped;
   for (i = 0; i < n; i++)
   {
     swapped = false;
     for (j = 0; j < n-i-1; j++)
     {
        if (arr[j] > arr[j+1])
        {
           swap(&arr[j], &arr[j+1]);
           swapped = true;
```

```
        }
    }

    // IF no two elements were swapped by inner loop, then break
    if (swapped == false)
       break;
  }
}

/* Function to print an array */
void printArray(int arr[], int size)
{
    int i;
    for (i=0; i < size; i++)
        printf("%d ", arr[i]);
    printf("\n");
}

// Driver program to test above functions
int main()
{
    int arr[] = {64, 34, 25, 12, 22, 11, 90};
    int n = sizeof(arr)/sizeof(arr[0]);
    bubbleSort(arr, n);
    printf("Sorted array: \n");
    printArray(arr, n);
    return 0;
}
```

Output:

```
Sorted array:
11 12 22 25 34 64 90
```

Time Complexity: O(n*n)

Auxiliary Space: O(1)

Boundary Cases: Bubble sort takes minimum time (Order of n) when elements are already sorted.

Sorting In Place: Yes

Stable: Yes

Due to its simplicity, bubble sort is often used to introduce the concept of a sorting algorithm. In computer graphics it is popular for its capability to detect a very small error (like swap of just two elements) in almost-sorted arrays and fix it with just linear complexity (2n). For example, it is used in a polygon filling algorithm, where bounding lines are sorted by their x coordinate at a specific scan line (a line parallel to x axis) and with incrementing y their order changes (two elements are swapped) only at intersections of two lines (Source: Wikipedia)

Please write comments if you find anything incorrect, or you want to share more information about the topic discussed above

Related Questions:

- Selection Sort
- Binary Search
- QuickSort
- Heap Sort
- Merge Sort
- Insertion Sort