

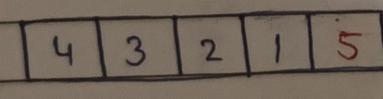
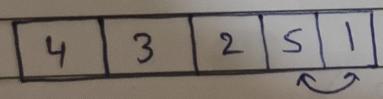
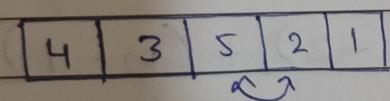
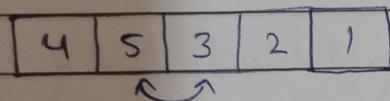
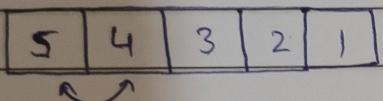
Bubble Sort

Bubble Sort compare and adjust adjacent element in a list and swap them if they are in wrong order. It repeatedly goes through the list until no more swap are needed.

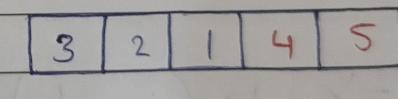
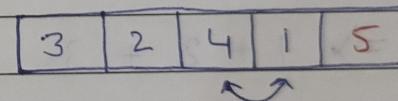
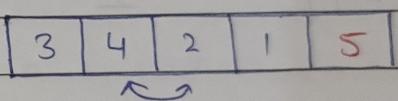
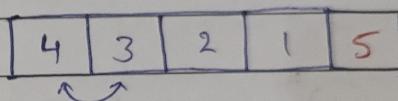
→ Agar agar mala element pickhe mala se bada h to unko swap kare.

$$arr[] = \{5, 4, 3, 2, 1\}$$

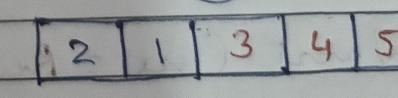
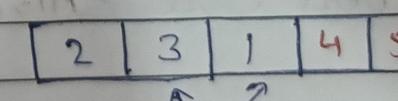
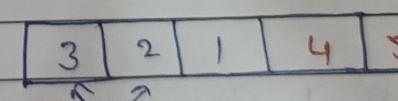
Round 1:



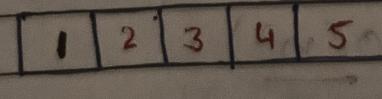
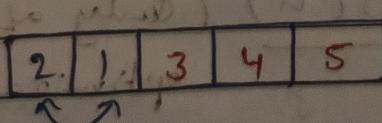
Round 2:



Round 3:



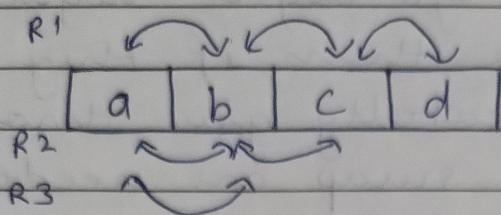
Round 4:



Note: We don't have to check ① because it's already at its correct position.

Note: We don't need to check for red part because it's already sorted.

Time Complexity:



$$n = 4$$

$$R_1 = (n-1) \quad (3)$$

$$R_2 = (n-2) \quad (2)$$

$$R_3 = (n-3) \quad (1)$$

$$(n-1)^{\frac{1}{2}} + 1$$

$$\Rightarrow 1 + 2 + 3 + \dots + (n-2) + (n-1)$$

$$\Rightarrow \frac{n(n-1)}{2} = O(n^2)$$

Best Case = Already Sorted = $O(n)$ (Only after optimization)

Worst Case = Reverse Sorted = $O(n^2)$

Space Complexity:

$\Rightarrow O(1)$ (No extra space required)

Advantages:

- 1) Bubble Sort is stable
- 2) Easy to understand and implement
- 3) Low memory required
- 4) Useful for small data set (<100)

Disadvantages:

- 1) Makes more swapping than Selection sort.
- 2) Not good for mostly sorted array.
- 3) Slower than Selection sort.

Code:

```

void bubbleSort(int *arr, int n)
{
    for (int i=1; i<n; i++)
    {
        bool swapped = false;
        for (int j=0; j<n-i; j++)
        {
            // Cuz we don't need to check sorted part
            if (arr[j] > arr[j+1])
            {
                swap(arr[j], arr[j+1]);
                swapped = true;
            }
        }
        if (swapped == true)
            break; // Means list is already sorted
    }
}

```