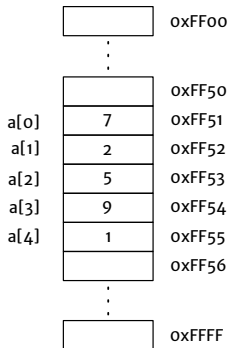


Informática I
Arreglos – 3ra Parte

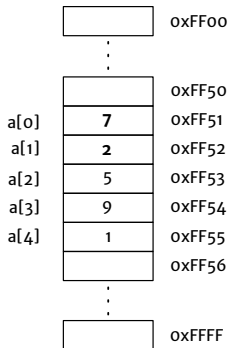
Claudio J. Paz

6 de junio de 2018

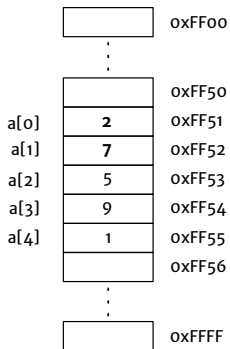

```
if ( a[0] > a[1] )
{
    tmp = a[1];
    a[1] = a[0];
    a[0] = tmp;
}
```



```
if ( a[0] > a[1] )
{
    tmp = a[1];
    a[1] = a[0];
    a[0] = tmp;
}
```

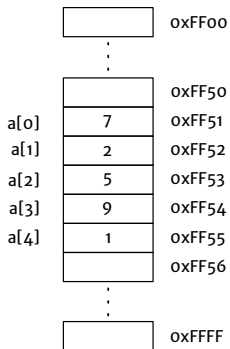


```
if ( a[0] > a[1] )
{
    tmp = a[1];
    a[1] = a[0];
    a[0] = tmp;
}
```



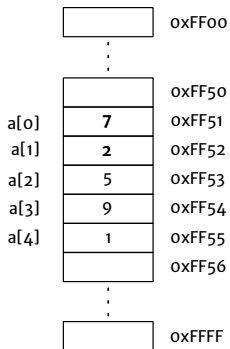
para $i = 0$

```
if ( a[i] > a[i+1] )  
{  
    tmp = a[i+1];  
    a[i+1] = a[i];  
    a[i] = tmp;  
}
```



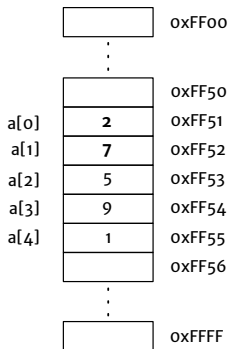
para i = 0

```
if ( a[i] > a[i+1] )  
{  
    tmp = a[i+1];  
    a[i+1] = a[i];  
    a[i] = tmp;  
}
```



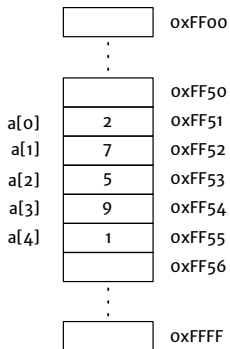
para i = 0

```
if ( a[i] > a[i+1] )  
{  
    tmp = a[i+1];  
    a[i+1] = a[i];  
    a[i] = tmp;  
}
```



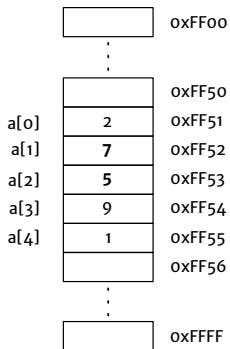
para i = 1

```
if ( a[i] > a[i+1] )  
{  
    tmp = a[i+1];  
    a[i+1] = a[i];  
    a[i] = tmp;  
}
```



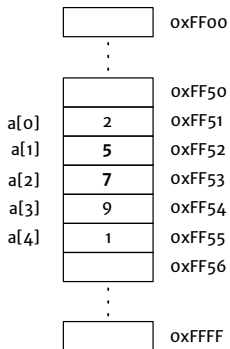
para i = 1

```
if ( a[i] > a[i+1] )  
{  
    tmp = a[i+1];  
    a[i+1] = a[i];  
    a[i] = tmp;  
}
```



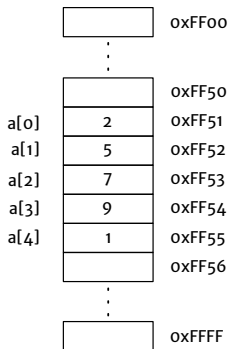
para i = 1

```
if ( a[i] > a[i+1] )  
{  
    tmp = a[i+1];  
    a[i+1] = a[i];  
    a[i] = tmp;  
}
```



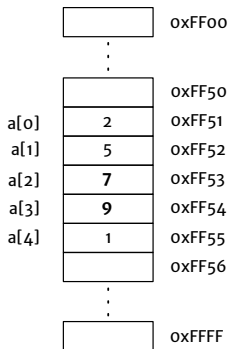
para $i = 2$

```
if ( a[i] > a[i+1] )  
{  
    tmp = a[i+1];  
    a[i+1] = a[i];  
    a[i] = tmp;  
}
```



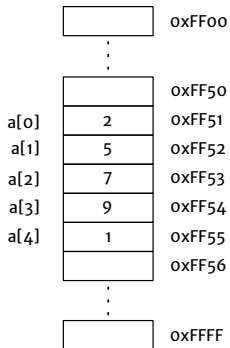
para $i = 2$

```
if ( a[i] > a[i+1] )  
{  
    tmp = a[i+1];  
    a[i+1] = a[i];  
    a[i] = tmp;  
}
```



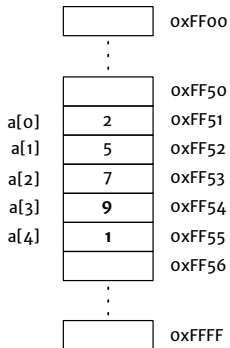
para $i = 3$

```
if ( a[i] > a[i+1] )  
{  
    tmp = a[i+1];  
    a[i+1] = a[i];  
    a[i] = tmp;  
}
```



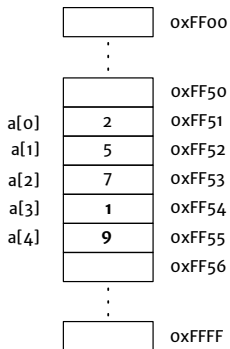
para $i = 3$

```
if ( a[i] > a[i+1] )  
{  
    tmp = a[i+1];  
    a[i+1] = a[i];  
    a[i] = tmp;  
}
```



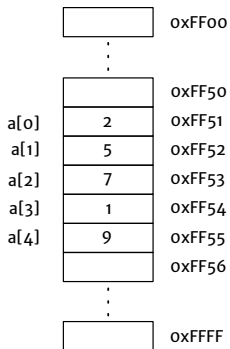
para $i = 3$

```
if ( a[i] > a[i+1] )  
{  
    tmp = a[i+1];  
    a[i+1] = a[i];  
    a[i] = tmp;  
}
```

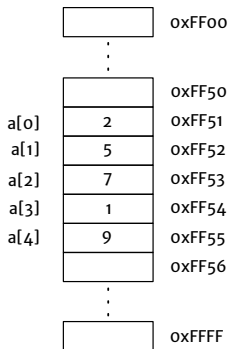


para $i = 3$

```
if ( a[i] > a[i+1] )  
{  
    tmp = a[i+1];  
    a[i+1] = a[i];  
    a[i] = tmp;  
}
```

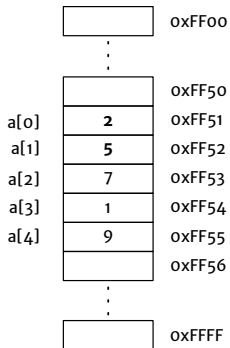


```
for( i = 0; i < N - 1 ; i++ )
  if ( a[i] > a[i+1] )
  {
    tmp = a[i+1];
    a[i+1] = a[i];
    a[i] = tmp;
  }
```



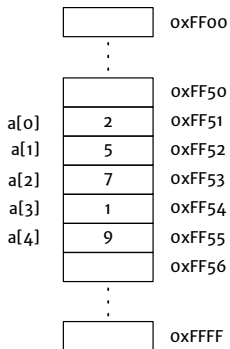
para pasada = 2

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



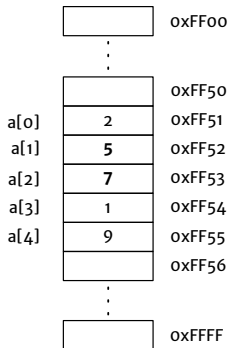
para pasada = 2

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



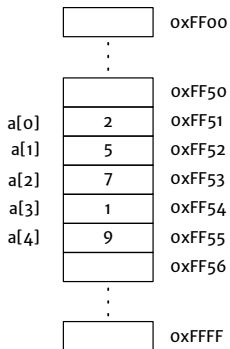
para pasada = 2

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



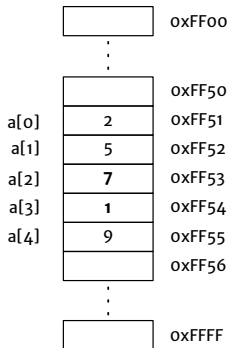
para pasada = 2

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



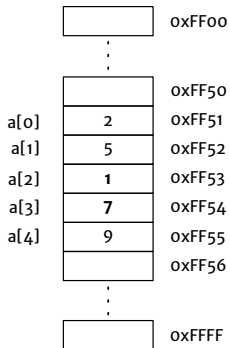
para pasada = 2

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



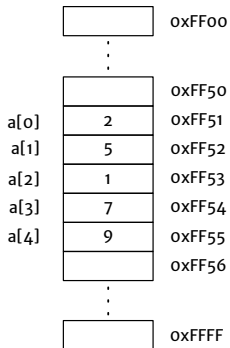
para pasada = 2

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



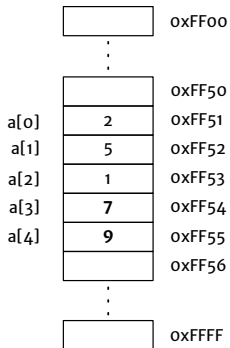
para pasada = 2

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



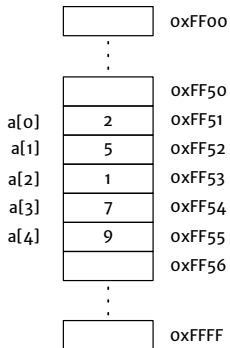
para pasada = 2

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



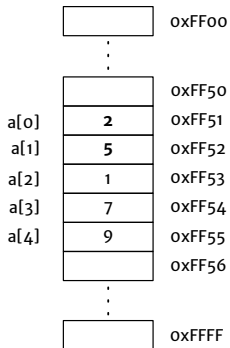
para pasada = 2

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



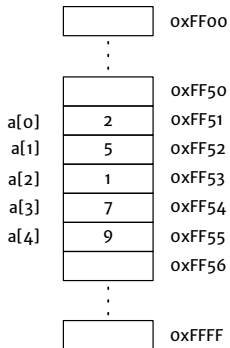
para pasada = 3

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



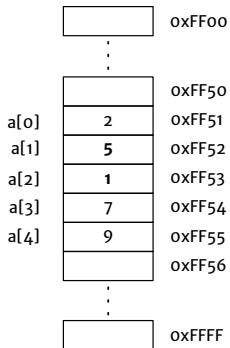
para pasada = 3

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



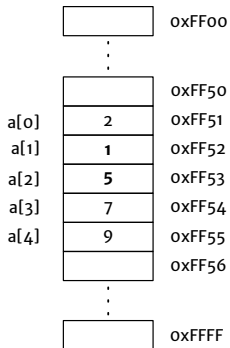
para pasada = 3

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



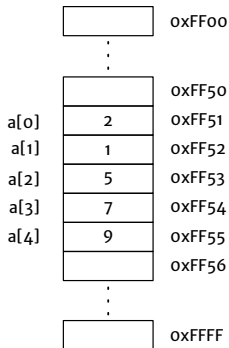
para pasada = 3

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



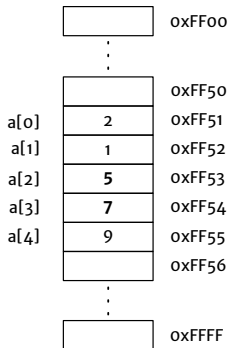
para pasada = 3

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



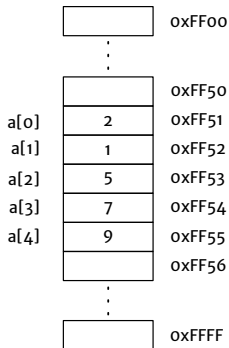
para pasada = 3

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



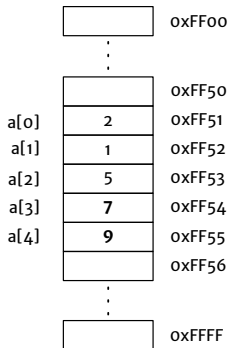
para pasada = 3

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



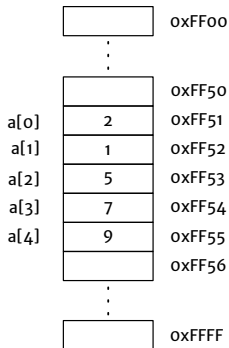
para pasada = 3

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



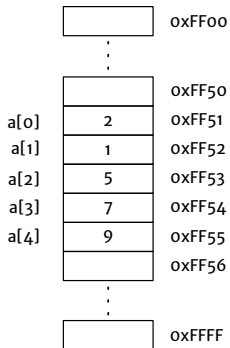
para pasada = 3

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



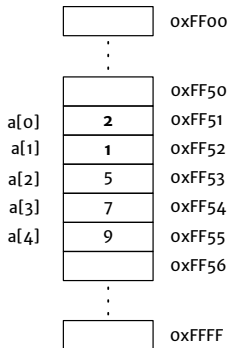
para pasada = 4

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



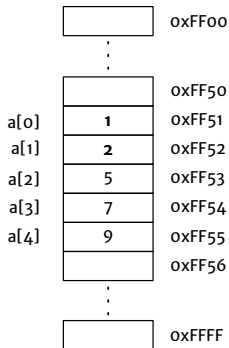
para pasada = 4

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



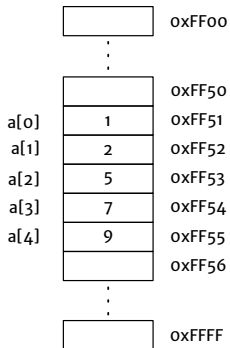
para pasada = 4

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



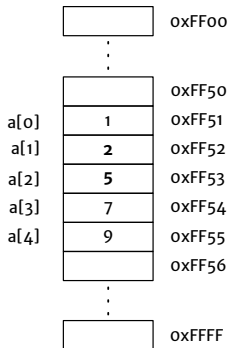
para pasada = 4

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



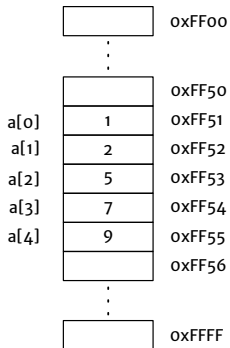
para pasada = 4

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



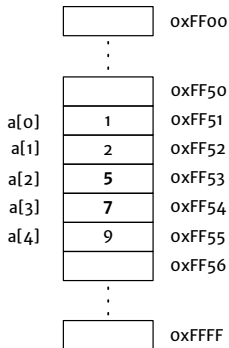
para pasada = 4

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



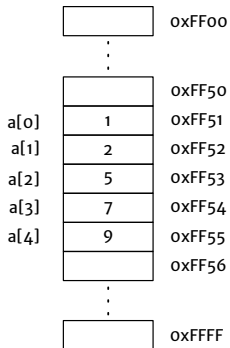
para pasada = 4

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



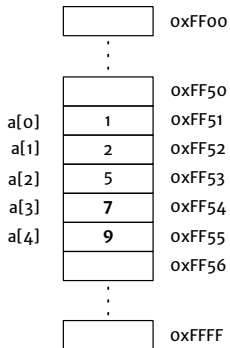
para pasada = 4

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



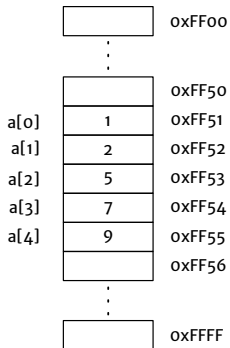
para pasada = 4

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



para pasada = 4

```
for( i = 0; i < N - 1 ; i++ )  
    if ( a[i] > a[i+1] )  
    {  
        tmp = a[i+1];  
        a[i+1] = a[i];  
        a[i] = tmp;  
    }
```



Ordenamiento - Método de la burbuja

Ordenamiento - Método de la burbuja

```
#include <stdio.h>

#define N 5

int main(void)
{
    int i, j, tmp;
    int a[N] = {7,2,5,9,1};

    printf("Arreglo original\n");
    for( i = 0; i < N ; i++ )
        printf("%d ", a[i]);

    for( j = 0 ; j < N - 1 ; j++ )
        for( i = 0; i < N - 1 ; i++ )
            if ( a[i] > a[i+1] )
            {
                tmp = a[i+1];
                a[i+1] = a[i];
                a[i] = tmp;
            }

    printf("\n\nArreglo ordenado\n");
    for( i = 0; i < N ; i++ )
        printf("%d ", a[i]);

    return 0;
}
```

Ordenamiento - Método de la burbuja

Ordenamiento - Método de la burbuja

Arreglo original

7 2 5 9 1

Arreglo ordenado

1 2 5 7 9

claudiojpaz@gmail.com

Horario de Consulta: Martes 18:00-19:00hs
Of.5 Ed.Salcedo