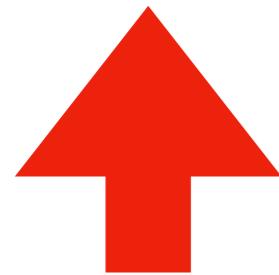
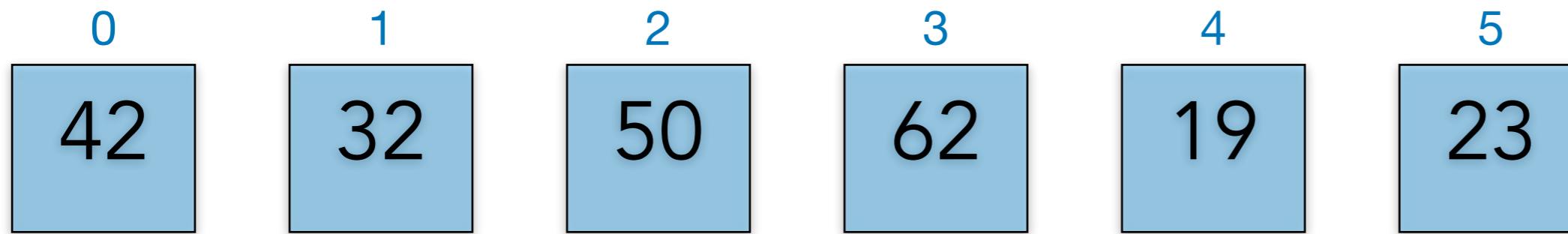


## 5. Sortieren und Suchen

### 5.2 Der Bubblesort

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort

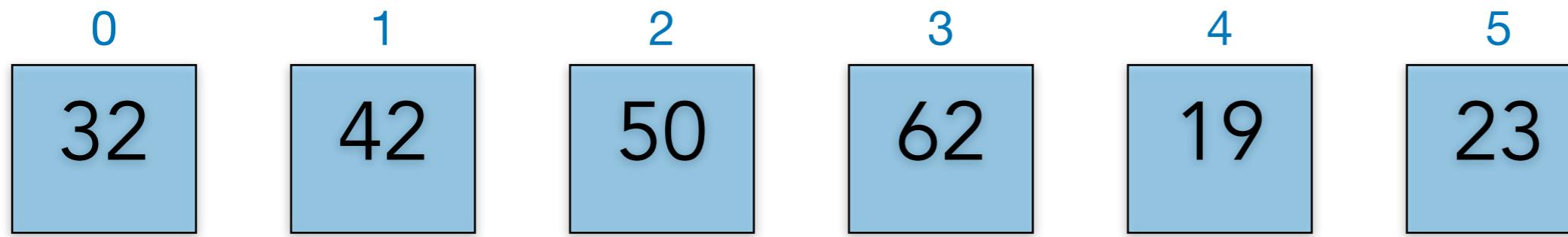


$i = 0$

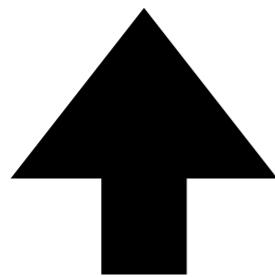
$d = 1$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort



MAX = 6

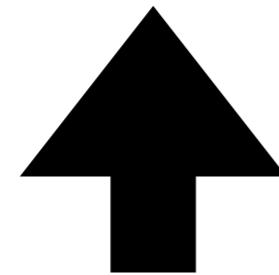
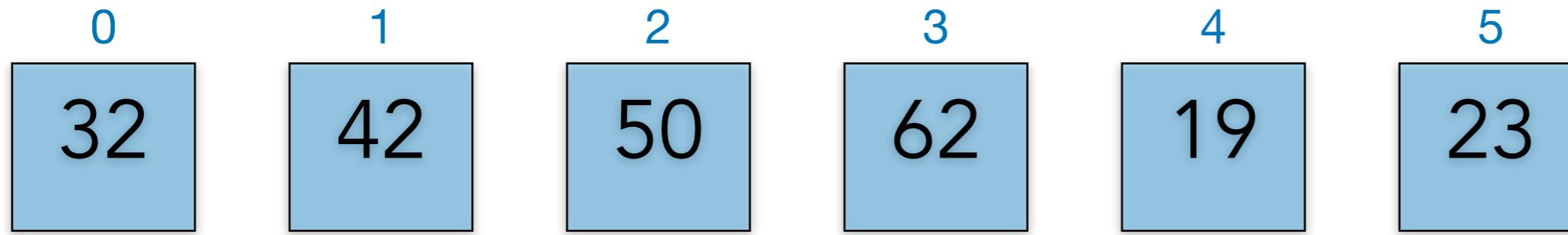


$i = 1$

$d = 1$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort

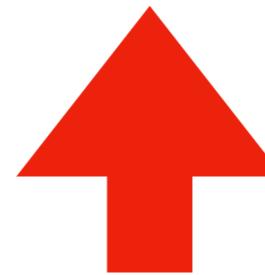
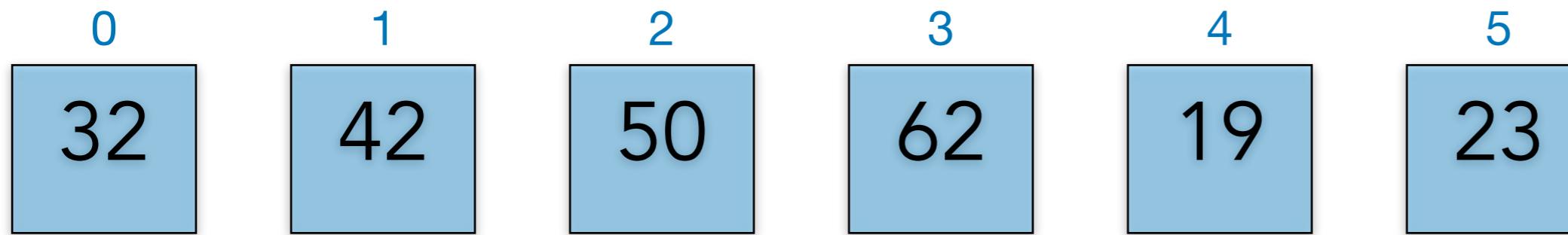


$i = 2$

$d = 1$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort

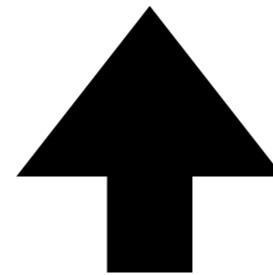
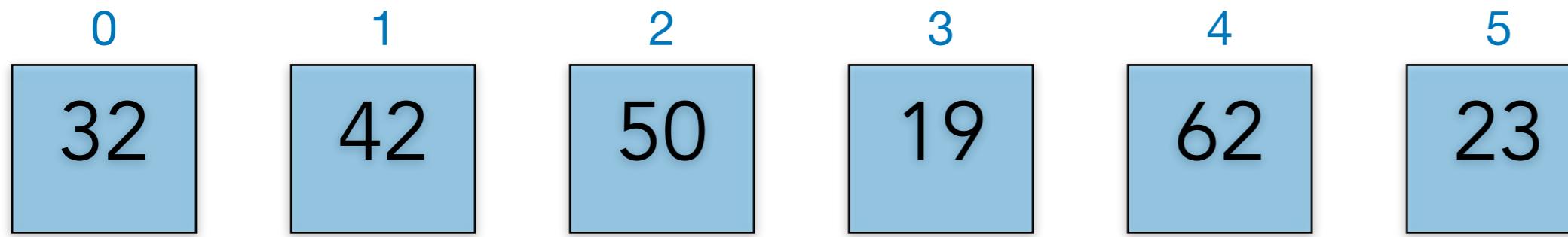


$i = 3$

$d = 1$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort

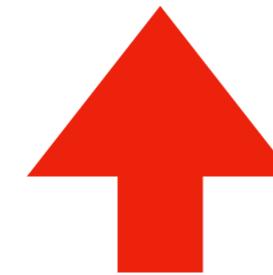
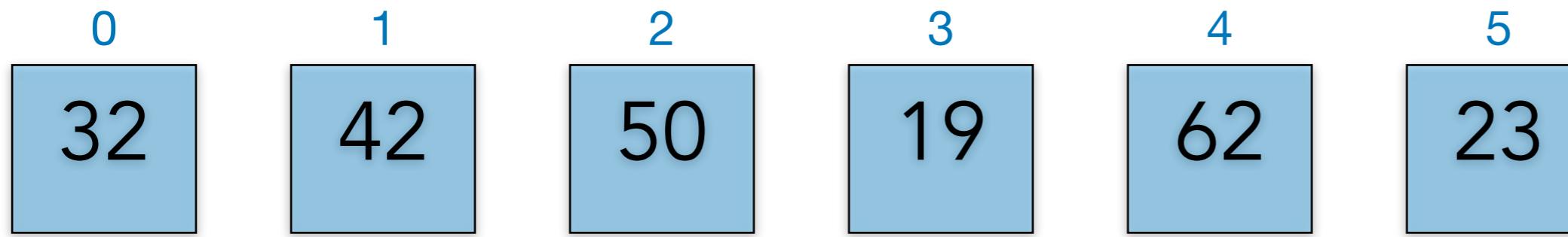


$i = 3$

$d = 1$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort

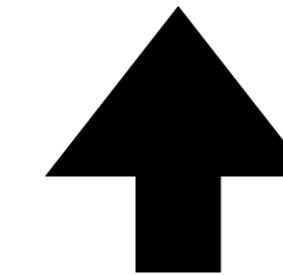
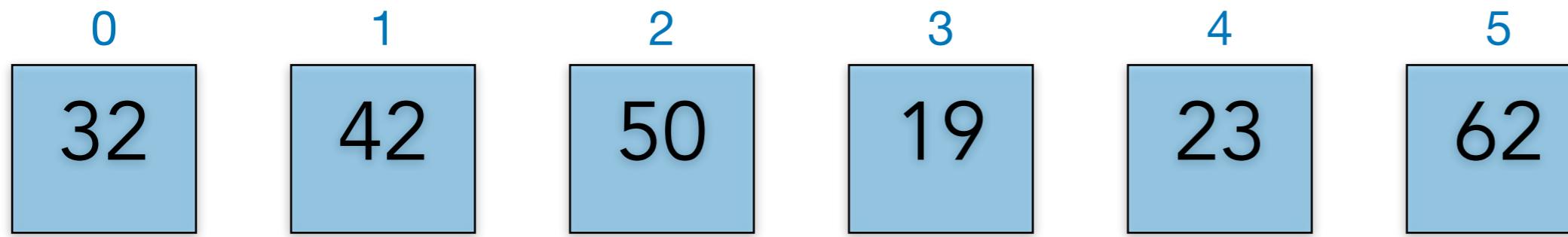


$i = 4$

$d = 1$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort

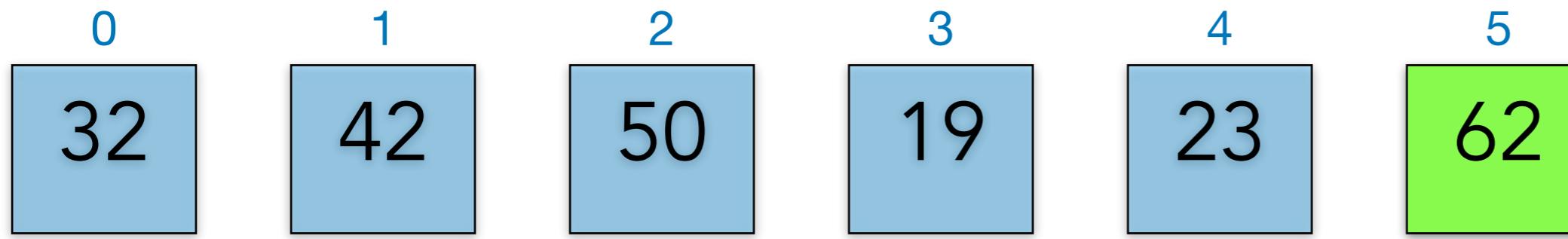


$i = 4$

$d = 1$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort



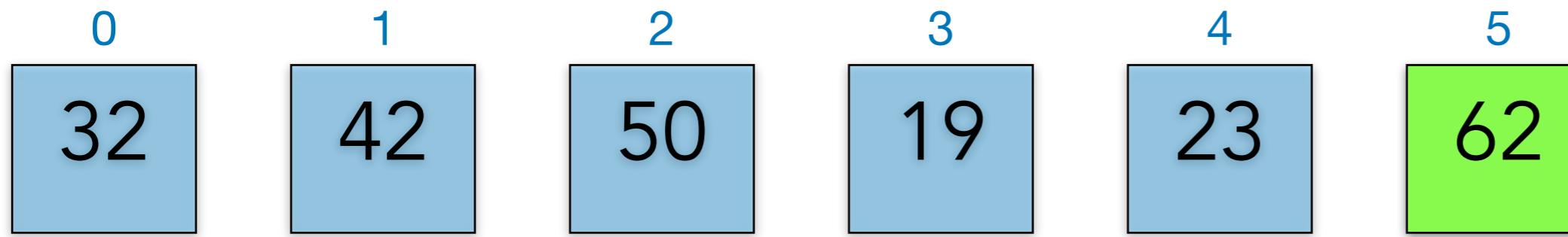
MAX = 6

$i = 0$

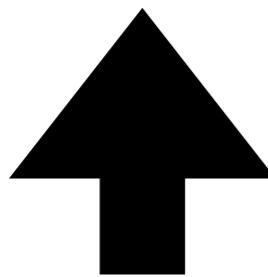
$d = 2$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort



MAX = 6

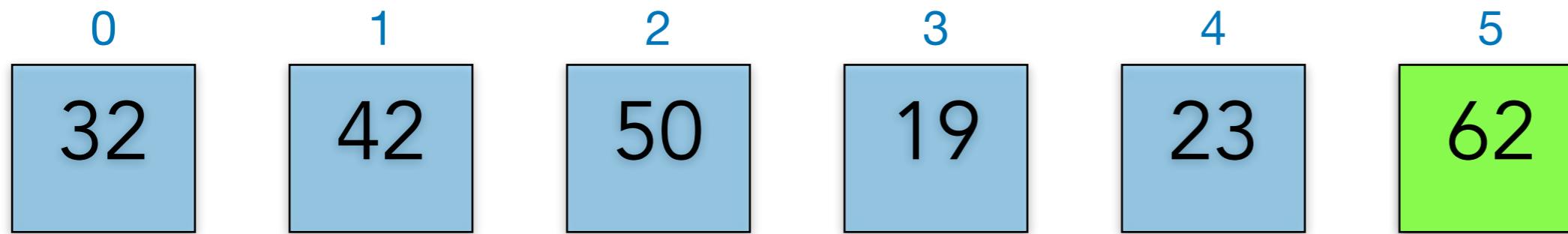


$i = 1$

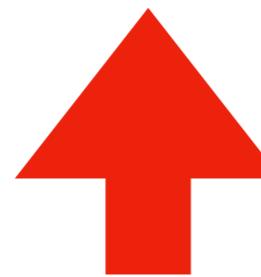
$d = 2$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort



MAX = 6

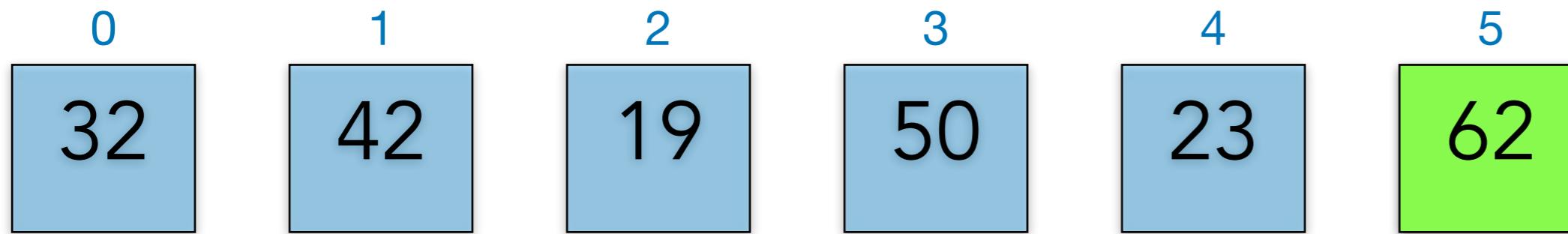


$i = 2$

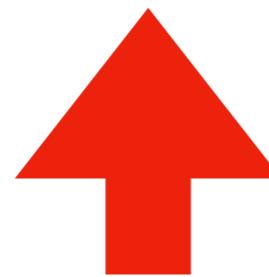
$d = 2$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort



MAX = 6

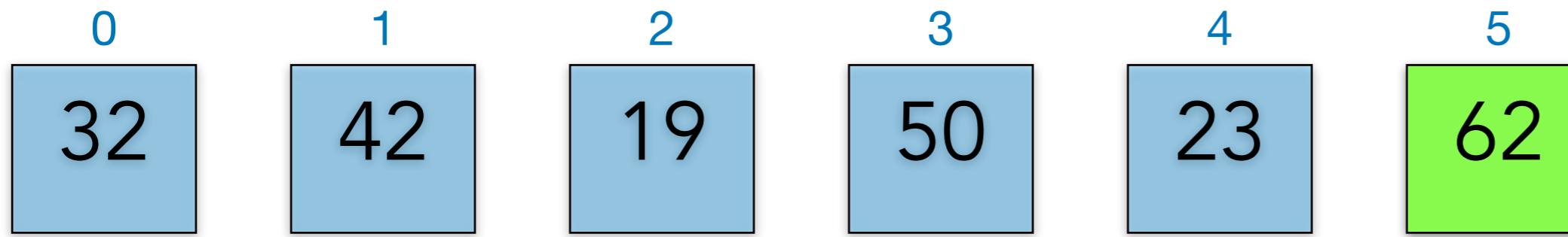


$i = 2$

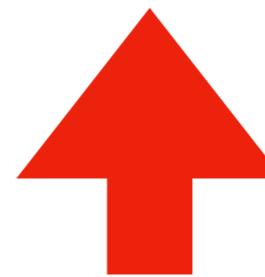
$d = 2$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort



MAX = 6

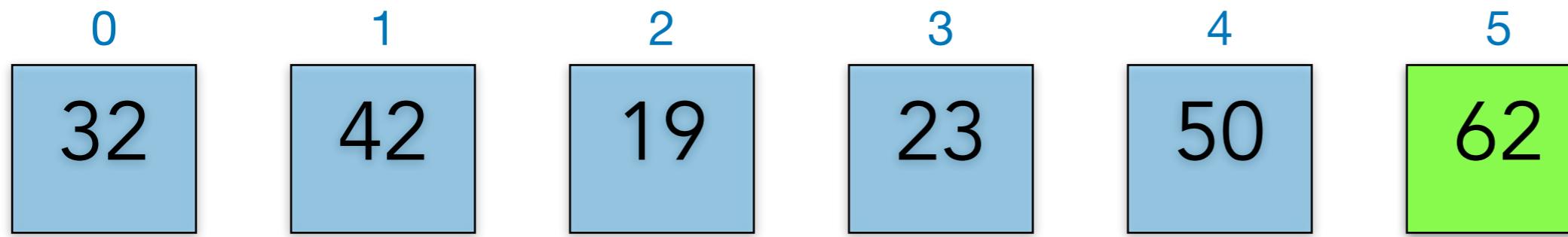


$i = 3$

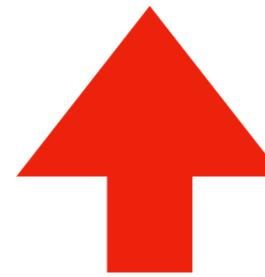
$d = 2$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort



MAX = 6

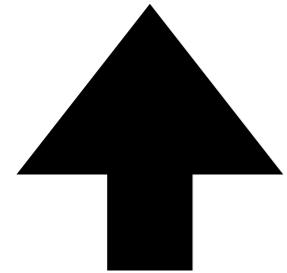
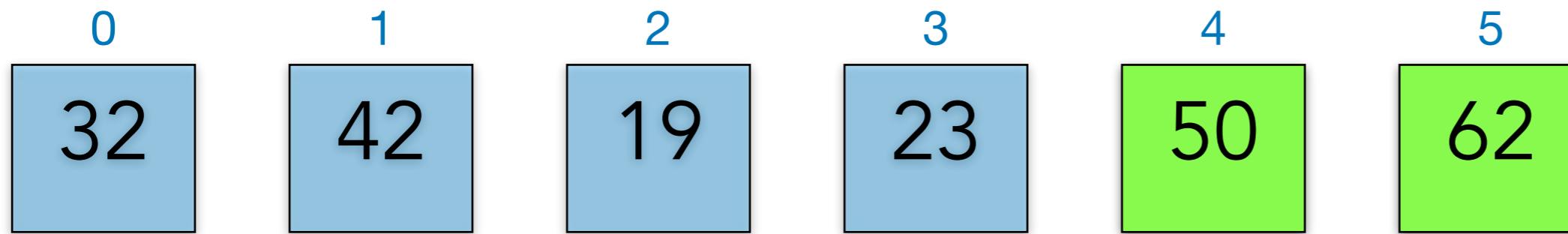


$i = 3$

$d = 2$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort

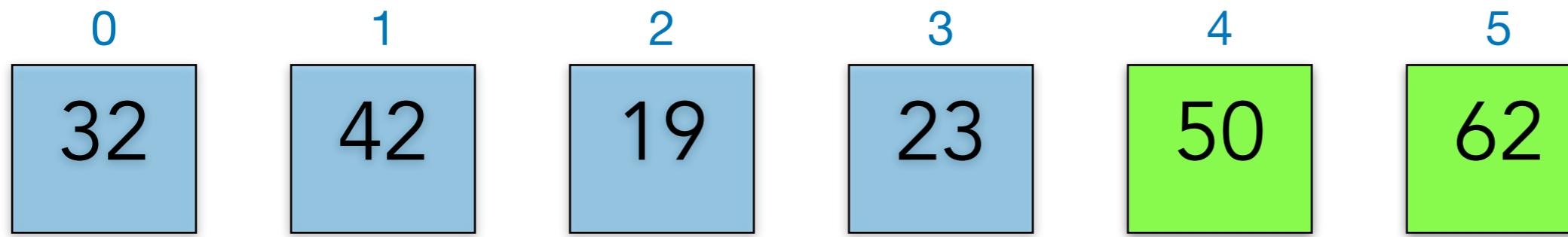


$i = 0$

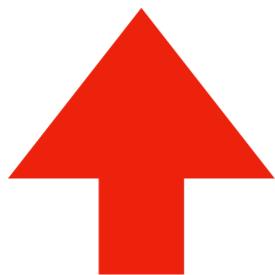
$d = 3$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort



MAX = 6

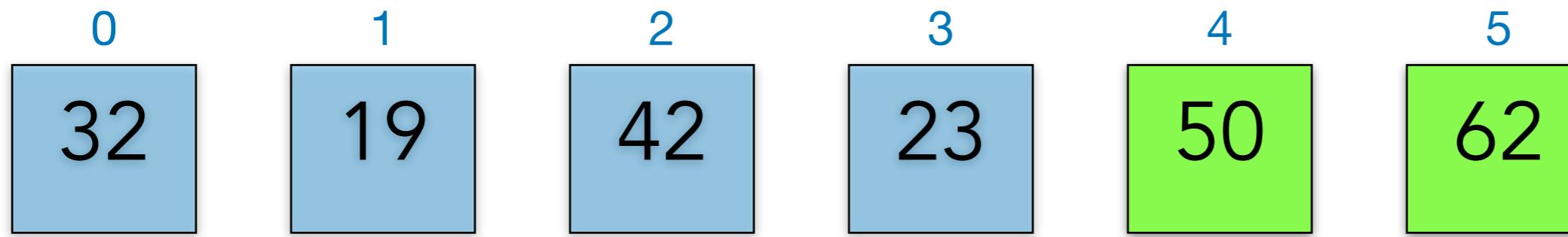


$i = 1$

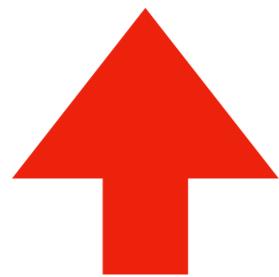
$d = 3$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort



MAX = 6

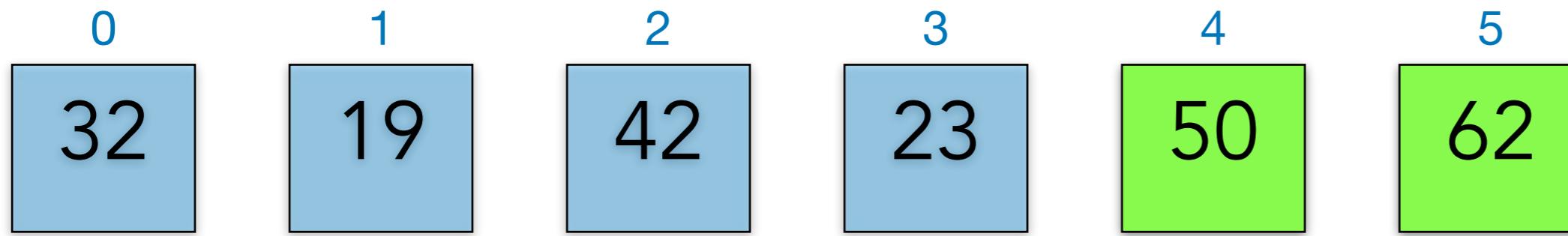


$i = 1$

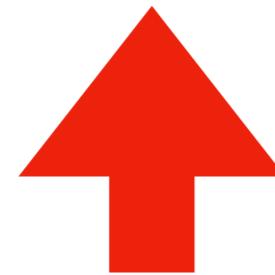
$d = 3$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort



MAX = 6

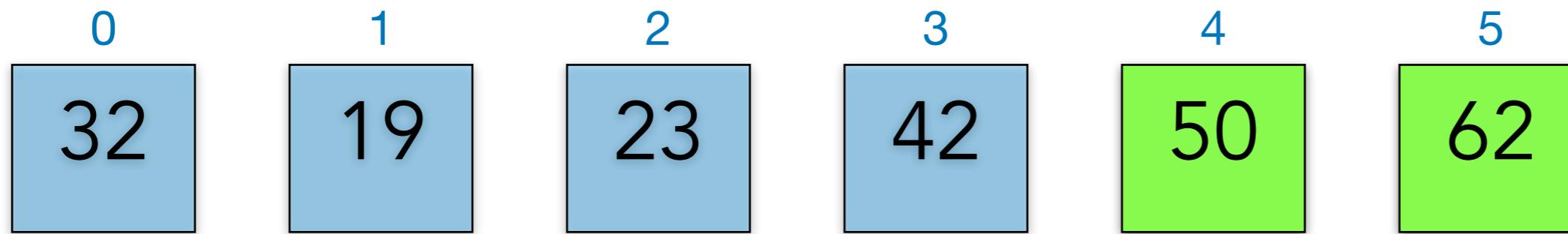


$i = 2$

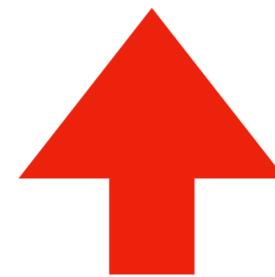
$d = 3$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort



MAX = 6

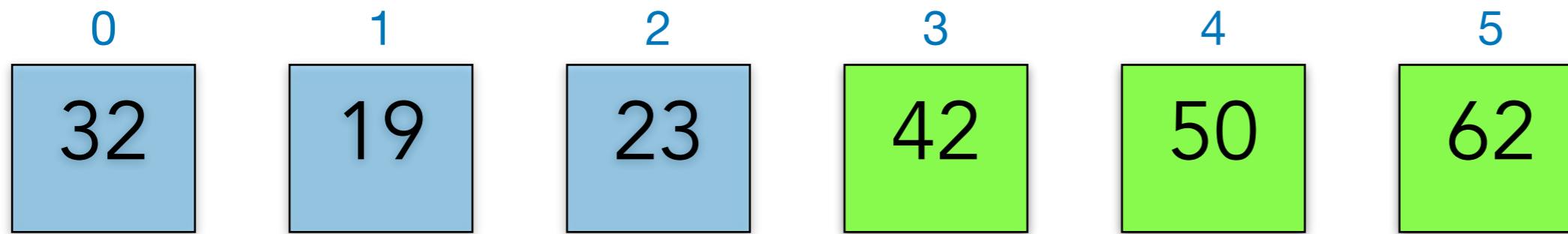


$i = 2$

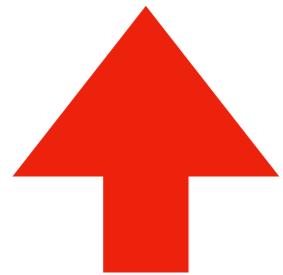
$d = 3$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort



MAX = 6

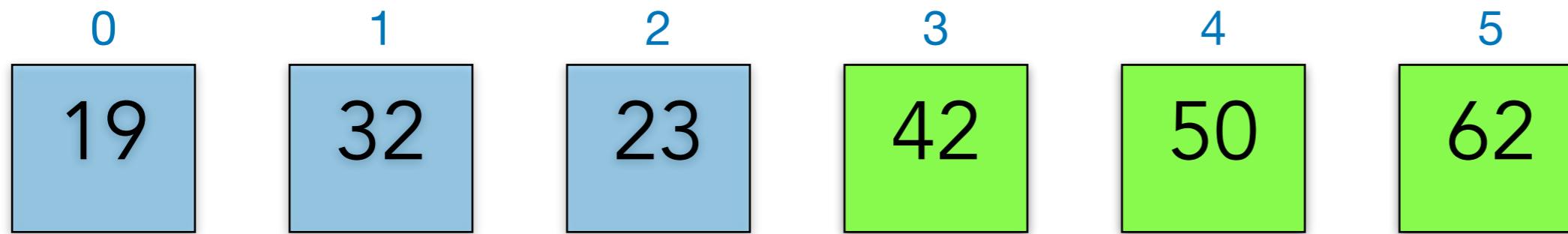


$i = 0$

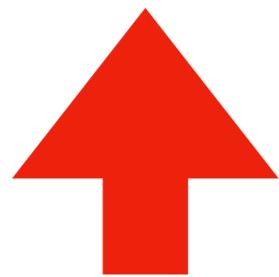
$d = 4$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort



MAX = 6

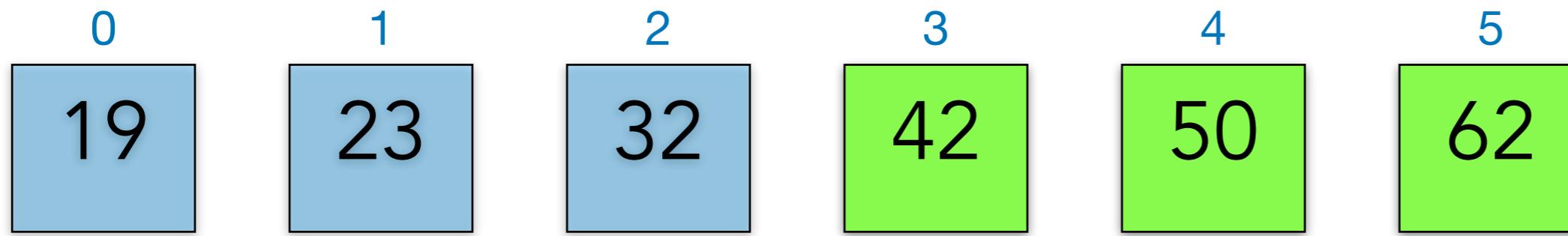


$i = 1$

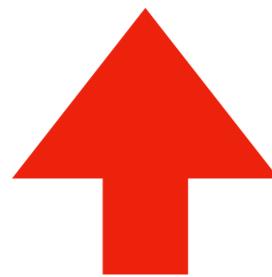
$d = 4$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort



MAX = 6

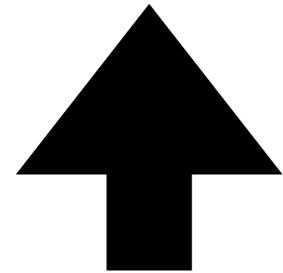
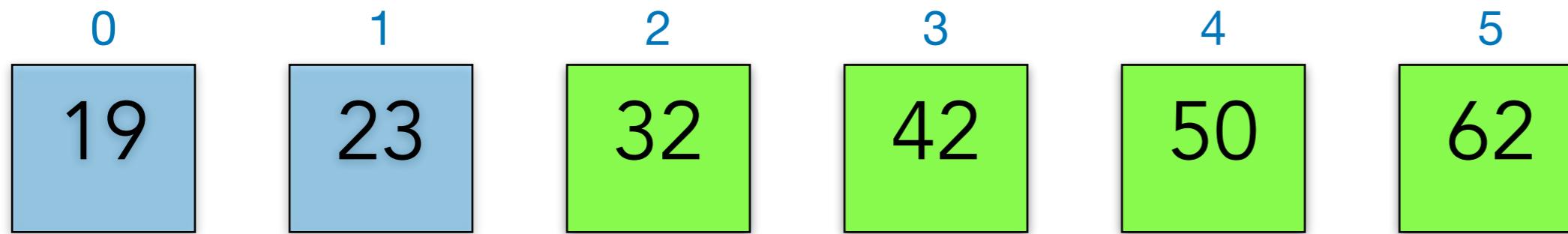


$i = 1$

$d = 4$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort

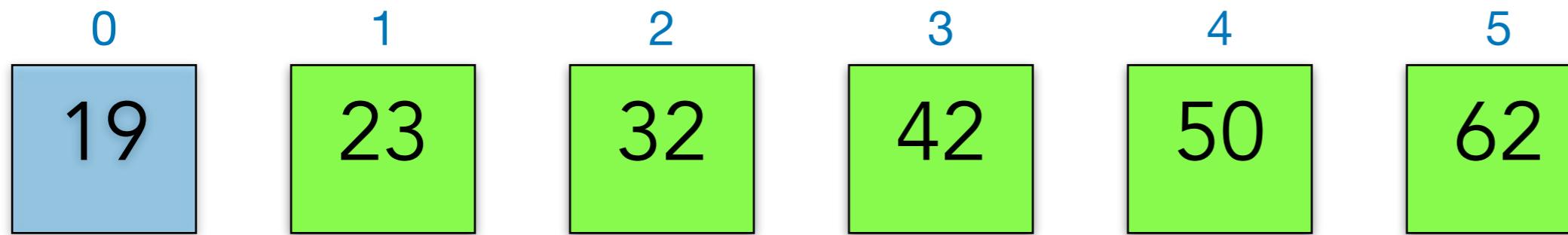


$i = 0$

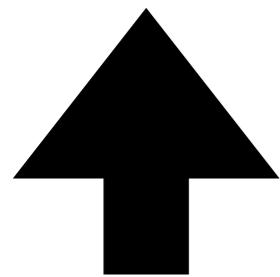
$d = 5$

# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort

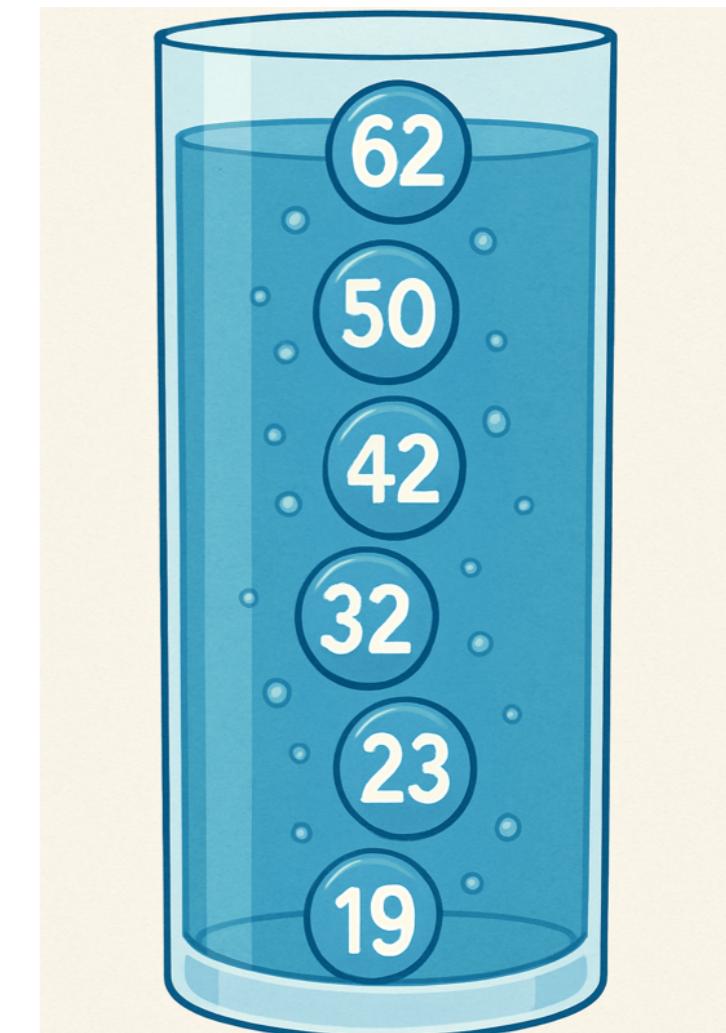


MAX = 6



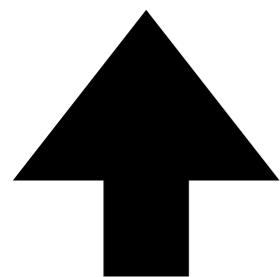
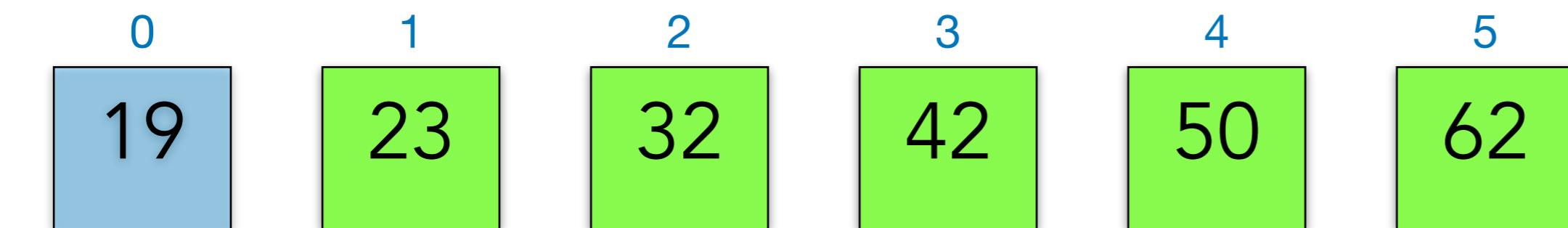
$i = 0$

$d = 5$



# Einführung in die Objektorientierte Programmierung (OOP)

## 5.2 Bubblesort



$i = 0$

$d = 5$

