	Easy-split / hard-join	**Hard-split / easy-join**
One and Many	**Insertion sort** Repeat for all items: • take the physically next item from the unsorted part • insert it into the sorted part in proper order	**Selection sort** Repeat for all items: • select the next item from the unsorted part by order • insert it into the sorted part in the next physical spot
Binary Strcture	**Heap sort** • add all items to a heap • repeatedly take the smallest item (using deleteMin) and place it physically next	**Tree sort** • insert all items into a BST • traverse the tree in left-right inorder, placing each item physically next
Half and Half	**Merge sort** • split the list physically into two halves • recursively sort each half • merge together by order, taking as needed	**Quick sort** • split the list into two halves by order (smaller/larger) • recursively sort each half • merge together physically (place halves adjacent)