So far we have restricted our sorting algorithms to act on arrays of integers only, and to sort by swapping the integers until they are in sorted order. Now imagine that these integers are attached to a larger amount of data, represented by multiple arrays or other data structures, and that swapping the data will take a larger amount of time. One way to speed up the swapping, at a cost in extra space, is to attach a pointer to each key and swap pointers instead of keys, as shown in Fig 1:

Use the material in Section 9.10 of the text as a model for this assignment, except use BubbleSort instead of SelectionSort.