

Tracing Java Programs

Directions

1. Read the program below
2. Add comments (written) to help explain what the program does. You can add comments where there aren't any, but be sure to update any area that shows the start of a comment //

```
//  
//  
//  
//  
//  
public class sort10000 {  
  
    public static void main (String[] args) {  
  
        double[] ba = new double [10000]; //  
  
        for (int i = 0; i < ba.length; i++) {  
            ba[i] = 10000 - i; //  
        }  
  
        for (int i = 0; i < (ba.length - 1); i++) {  
            for (int j = i+1; j < ba.length; j++) {  
                if (ba[i] > ba[j]) { //  
                    double temp = ba[i]; //  
                    ba[i] = ba[j]; //  
                    ba[j] = temp; //  
                }  
            } //  
        } // i  
  
        //  
        for (int i = 0; i < ba.length; i=i+50) {  
            System.out.printf("Element [%d] = %1.3f \n", i, ba[i]);  
  
                // notice this uses printf and I want the ba to always  
                // show 3 decimal places  
        } //  
  
    } //  
  
} //
```