

```
#include <stdio.h>
#include <string.h>
```

```
typedef struct time{
    int minute;
    int second;
} timer;
```

```
typedef struct runner{
    char name[30];
    char last_name[30];
    char ID[30];
    timer* record;
    timer running_time;
} running_info;
```

```
int bettertime(timer a, timer b){
    if ((a.minute > b.minute) || ((a.minute == b.minute) && (a.second > b.second))) {
        return 1;
    }
    else
        return 0;
}
```

```
int main(){
    int n;
    printf("Enter the number of racers: ");
    scanf("%d", &n);
    running_info run_list[n];
    timer timers[n];
    for (int i = 0; i < n; i++) {
        run_list[i].record = &timers[i];
        printf("Enter the following info for %dth runner in correct order: \n", i+1);
    }
}
```