using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace AsendingOrder

{

class Program

{

static void Main(string[] args)

{

//int[] array = new int[10];

//Console.WriteLine("Enter number:");

//int n = Convert.ToInt32(Console.ReadLine());

int i, j, temp;

Console.WriteLine("Enter the Size of array:");

int n = Convert.ToInt32(Console.ReadLine());

int[] array = new int[n];

Console.WriteLine("Enter numbers:");

for ( i = 0; i < array.Length; i++)

{

array[i] = Convert.ToInt32(Console.ReadLine());

}

for(i=0;i<

n;i++)

{

for(j=i+1;j<n;j++)

{

if(array[j]<array[i])

{

temp = array[i];

array[i] = array[j];

array[j] = temp;

}

}

}

Console.WriteLine("Array in Asending Order:");

for (i=0;i<n;i++)

{

Console.WriteLine("{0}",array[i]);

}

Console.ReadLine();

}

}

}