#include <stdio.h>

#include <stdlib.h>

#include <string.h>

struct frame {

int num;

char str[20];

};

struct frame arr[10];

int n;

void sort() {

int i, j;

struct frame temp;

for (i = 0; i < n - 1; i++) {

for (j = 0; j < n - i - 1; j++) {

if (arr[j].num > arr[j + 1].num) {

// Swap frames if they are out of order

temp = arr[j];

arr[j] = arr[j + 1];

arr[j + 1] = temp;

}

}

}

}

int main() {

int i;

printf("Enter number of frames: ");

scanf("%d", &n);

printf("Enter frame sequence number and frame content:\n");

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

scanf("%d %s", &arr[i].num, arr[i].str);

}

sort();

printf("\nFrame sequence:\n");

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

printf("%d %s\n", arr[i].num, arr[i].str);

}

return 0;

}