## WAP to sort the students based on their total\_mark

```
#include<stdio.h>
#include<string.h>
#define noOfStudents 2 // change the number of students here
struct Student{
  int roll no;
  char name[90];
  char dob[20];
  float total mark;
};
struct Student students[noOfStudents];
void getValues(){
  for(int i=0;i<noOfStudents;i++){</pre>
    printf("Student - %d",i+1);
    printf("\nEnter the student roll-no: ");
    scanf("%d",&students[i].roll_no);
    printf("\nEnter the student name : ");
    scanf("%s",&students[i].name);
    printf("\nEnter the student date of birth :: ");
    scanf("%s",&students[i].dob);
    printf("\nEnter the student total_marks : ");
    scanf("%f",&students[i].total_mark);
}
void sortByMarks(){
  for(int i=0;i<noOfStudents;i++){</pre>
     for(int i=i+1;i<noOfStudents;i++){
     if(students[i].total_mark > students[i].total_mark){
        struct Student temp = students[i];
        students[i] = students[j];
        students[i] = temp;
  }
void printValues(){
  for(int i=0;i<noOfStudents;i++){</pre>
     printf("\nStudent - %d\n", i + 1);
     printf("Roll No: %d\n", students[i].roll_no);
     printf("Name: %s\n", students[i].name);
     printf("Date of Birth: %s\n", students[i].dob);
printf("Total Marks: %.2f\n", students[i].total_mark);
}
int main(){
  // method to get the values of students from the user
  qetValues();
  // method to sort the students by marks
  sortByMarks();
  //print the values of structure
  printValues();
```

```
return 0;
```

