WAP to store Student records as Structures and Sort them by Name

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#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 sortByName(){
  for(int i=0;i< noOfStudents;i++){}
     for(int j=i+1;j<noOfStudents;j++){
     if(strcmp(students[i].name,students[j].name) > 0){
        struct Student temp = students[i];
        students[i] = students[j];
        students[j] = 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
  getValues();
  // method to sort the students by name
  sortByName();
  //print the values of structure
  printValues();
```

```
return 0;
```

