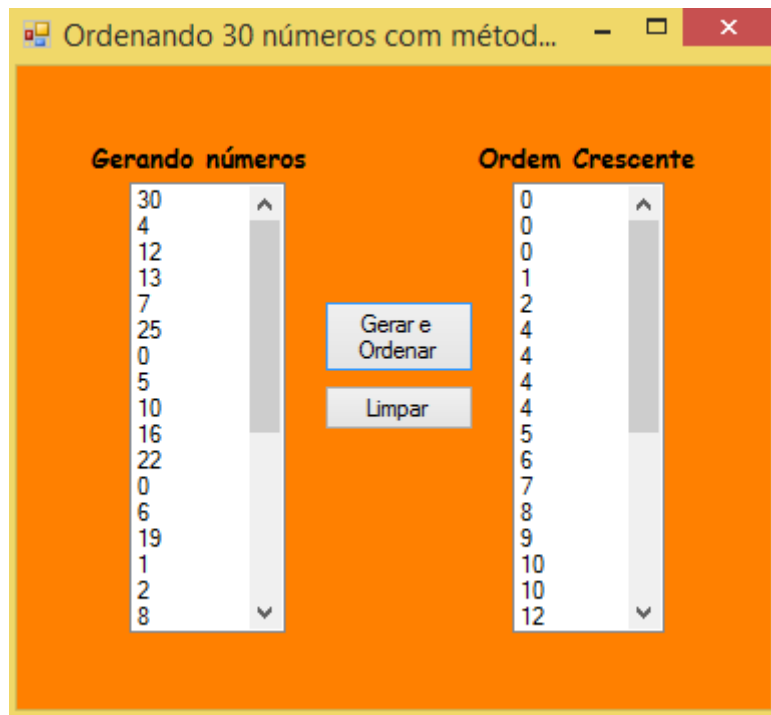# Tarefa 9 - Ordenando 30 números bubble sort


```csharp
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace Ordenando_30_números_Bubble_Sort
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        int[] num = new int[30];
        int indice, fim, aux;
        private void button2_Click(object sender, EventArgs e)
        {
            listBox1.Items.Clear();
```

```csharp
            listBox2.Items.Clear();
        }

        Random rnd = new Random();

        private void button1_Click(object sender, EventArgs e)
        {
            listBox1.Items.Clear();

            for (indice = 0; indice <= 29; indice++)
            {
                num[indice] = rnd.Next(31);
                listBox1.Items.Add(num[indice].ToString());
            }

            for(fim = 28; fim >= 0; fim--)
            {
                for(indice=0; indice<=fim; indice++)
                {
                    if(num[indice] >= num[indice + 1])
                    {
                        aux = num[indice];
                        num[indice] = num[indice+1];
                        num[indice + 1] = aux;
                    }
                }
            }

            listBox2.Items.Clear();

            for(indice=0; indice <=29; indice++)
            {
                listBox2.Items.Add(num[indice].ToString());
            }
        }
    }
}
```