```
Enter another (y/n)? y
 Enter name: Rushil
 Enter another (y/n)? y
 Enter name: Olenka
 Enter another (y/n)? y
 Enter name: Doraemon
 Enter another (y/n)? y
 Enter name: SpongeBob
 Enter another (y/n)? y
 Enter name: Gold
 Enter another (y/n)? y
 Enter name: Monkey
 Enter another (y/n)? n
 Unsorted list:
 Kenry
 Rushil
 01enka
 Doraemon
 SpongeBob
 Gold
 Monkey
 Sorted list:
 Doraemon
 Gold
 Kenry
 Monkey
 01enka
 Rushil
 SpongeBob
Main.cpp
// Kenry Yu, Olenka Bilinska, Rushil Prajapati
// Demo @ 5:10
// Week 8 Lab 2
#include "person.h"
```

#include <iostream>

> make -s
> ./main

Enter name: Kenry

```
using namespace std;
const int SIZE = 100;
void bsort(person *[], int);
int main() {
 person *persPtr[SIZE];
 int n = 0;
 char choice = '\0';
 do {
  persPtr[n] = new person;
                                 // make new object
  persPtr[n]->setName();
                                 // set person's names
  n++;
                       // count new person
  cout << "Enter another (y/n)? "; // enter another</pre>
  cin >> choice;
 } while (choice != 'N' && choice != 'n');
 cout << "\nUnsorted list:" << endl;</pre>
 for (int i = 0; i < n; i++)
  persPtr[i]->printName();
 cout << "\nSorted list:" << endl;</pre>
 bsort(persPtr, n);
 for (int i = 0; i < n; i++)
  persPtr[i]->printName();
 return 0;
}
void bsort(person *names[], int size) {
 for (int i = 0; i < size - 1; i++)
```

```
if (int(names[i]->getName()[0]) > int(names[i + 1]->getName()[0]))
for (int j = i + 1; j > 0; j--) {
    if (int(names[j]->getName()[0]) < int(names[j - 1]->getName()[0])) {
        person *temp = names[j - 1];
        names[j - 1] = names[j];
        names[j] = temp;
    } else {
        break;
    }
}
```

```
Person.h
#include <iostream>
#include <string> //for string class
using namespace std;
class person // class of persons
{
protected:
string name; // person's name
public:
void setName() // set the name
{
 cout << "Enter name: ";</pre>
 cin >> name;
void printName() // display the name
 cout << name << endl;
}
string getName() // return the name
 return name;
}
};
```