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#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <sys/wait.h>
// Function to sort the array
void sortArray(int arr[], int n) {
  for (int i = 0; i < n - 1; i++) {
    for (int j = 0; j < n - i - 1; j++) {
       if (arr[j] > arr[j + 1]) {
         int temp = arr[j];
         arr[j] = arr[j + 1];
         arr[j + 1] = temp;
       }
    }
  }
}
// Function to reverse the array
void reverseArray(int arr[], int n) {
  int start = 0;
  int end = n - 1;
  while (start < end) {
    int temp = arr[start];
    arr[start] = arr[end];
    arr[end] = temp;
    start++;
    end--;
  }
}
```

```
int main() {
  int n;
  printf("Enter the number of elements in the array: ");
  scanf("%d", &n);
  int arr[n];
  printf("Enter the elements of the array: ");
  for (int i = 0; i < n; i++) {
    scanf("%d", &arr[i]);
  }
  // Forking a child process
  pid_t pid = fork();
  if (pid < 0) {
    // Error occurred
    fprintf(stderr, "Fork failed\n");
    return 1;
  } else if (pid == 0) {
    // Child process
    char *args[n + 2]; // Extra space for program name and NULL terminator
    args[0] = "./display_reverse"; // Name of the program to execute
    // Converting array elements to strings
    for (int i = 0; i < n; i++) {
      args[i + 1] = (char *)malloc(10 * sizeof(char)); // Assuming the max length of an integer is 10
      sprintf(args[i + 1], "%d", arr[i]);
    }
    args[n + 1] = NULL; // Terminating the argument list
    // Executing the display_reverse program
```

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execve(args[0], args, NULL);
} else {
  // Parent process
  wait(NULL); // Wait for the child to finish
  // Sort the array
  sortArray(arr, n);
  // Displaying the sorted array
  printf("Sorted Array: ");
  for (int i = 0; i < n; i++) {
    printf("%d ", arr[i]);
  }
  printf("\n");
  // Reverse the sorted array
  reverseArray(arr, n);
  // Displaying the array in reverse order
  printf("Array in Reverse Order: ");
  for (int i = 0; i < n; i++) {
    printf("%d ", arr[i]);
  }
  printf("\n");
}
return 0;
```

}