1. Make a function named `structure_sort()` which takes an array of structures and the size of that array. In this function you will sort that array on the basis of `val2` and you don't need to return anything as you remember the array will be updated from where it was called.
   The format of structure is given below,
   ```
   struct Person
   {
       char name[100];
       int val1;
       int val2;
   }
   ```
2. Make a function named `get_max()` which takes an array of structures and the size of that array. In this function you will find the maximum `val` from the array of structures and return that value. The format of structure is given below,
   ```
   struct Person
   {
       char name[100];
       int val;
   }
   ```
3. Make a function named `get_min()` which takes an array of structures and the size of that array. In this function you will find the minimum `val` from the array of structures and return that value. The format of structure is given below,
   ```
   struct Person
   {
       char name[100];
       int val;
   }
   ```
4. In this problem you will take the size of an array and an array of structures from the file and save that information in the file. The format of structure is given below,
   ```
   struct Person
   {
       char name[100];
       int val;
   }
   ```
5. In this problem you will take the size of an array and an array of structures from the file and save that information in the file. But when the `val` is less than 0, save extra information in the file that this input is invalid. The format of structure is given below,
   ```
   struct Person
   {
       char name[100];
       int val;
   }
   ```
6. Try to find out from some resources, what will happen if you don't use `fclose()` for a file pointer after you have connected one file into your program.