

**4. Write a program for frame sorting technique used in buffers.**

```
#include <stdio.h>

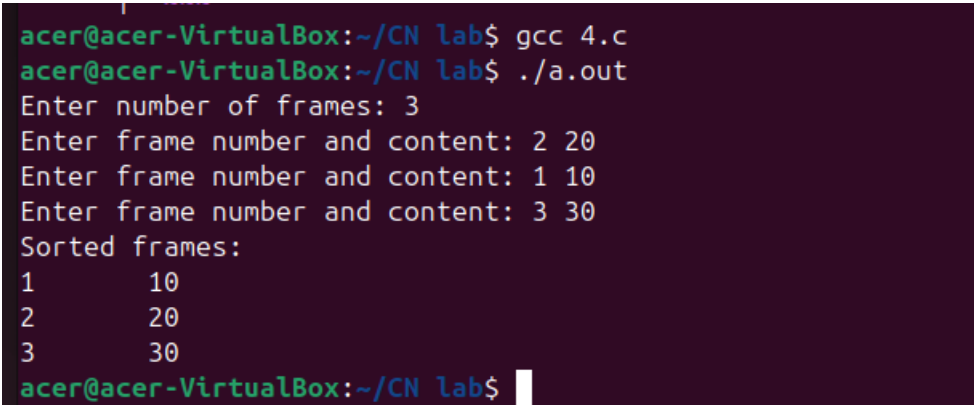
typedef struct {
    int num;
    char str[50];
} Frame;

void sort(Frame arr[], int n) {
    for (int i = 0; i < n - 1; i++) {
        for (int j = i + 1; j < n; j++) {
            if (arr[i].num > arr[j].num) {
                Frame temp = arr[i];
                arr[i] = arr[j];
                arr[j] = temp;
            }
        }
    }
}

int main() {
    int n;
    printf("Enter number of frames: ");
    scanf("%d", &n);
    Frame arr[n];
    for (int i = 0; i < n; i++) {
        printf("Enter frame number and content: ");
        scanf("%d %s", &arr[i].num, arr[i].str);
    }
}
```

```
sort(arr, n);  
printf("Sorted frames:\n");  
for (int i = 0; i < n; i++) {  
    printf("%d\t%s\n", arr[i].num, arr[i].str);  
}  
return 0;  
}
```

### OUTPUT



```
acer@acer-VirtualBox:~/CN lab$ gcc 4.c  
acer@acer-VirtualBox:~/CN lab$ ./a.out  
Enter number of frames: 3  
Enter frame number and content: 2 20  
Enter frame number and content: 1 10  
Enter frame number and content: 3 30  
Sorted frames:  
1      10  
2      20  
3      30  
acer@acer-VirtualBox:~/CN lab$
```