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$
```