

Sort objects by using array of pointers

```
#include <iostream>
#include <string>
using namespace std;

class person{
    protected:
        string name;
    public:
        void setName()
        { cout << "Enter name: "; cin >> name; }
        void printName()
        { cout << endl << name; }
        string getName()
        { return name; }
};

int main() {
    void bsort(person**, int);
    person* persPtr[100];
    int n = 0;
    char choice;

    do {
        persPtr[n] = new person;
        persPtr[n]->setName();
        n++;
        cout << "Enter another (y/n)? ";
        cin >> choice;
    }while( choice=='y' );

    cout << "\nUnsorted list:";
    for(int j=0; j<n; j++)
    {
        persPtr[j]->printName();
    }

    bsort(persPtr, n);
}
```

```

    cout << "\nSorted list:";
    for(int j=0; j<n; j++)
    {
        persPtr[j]->printName();
    }
    cout << endl;
    return 0;
}
void bsort(person** pp, int n){
    void order(person**, person**);
    int j, k;

    for(j=0; j<n-1; j++)
        for(k=j+1; k<n; k++)
            order(pp+j, pp+k);
}
void order(person** pp1, person** pp2){
    if( (*pp1)->getName() > (*pp2)->getName() ) {
        person* tempPtr = *pp1;
        *pp1 = *pp2;
        *pp2 = tempPtr;
    }
}
}

```