1. Consider the following code where an array of pointers is declared, memory is dynamically allocated so that each pointer points to an integer and random numbers are inserted into the integers.

```c
int *info[10];
for (i=0; i<10; i++)
    info[i]=(int*)malloc(sizeof(int));
    *info[i]=rand()%100;
}
```

Sort the numbers by rearranging the pointers. You can adjust the following `bubbleSort` function for the sorting process.

```c
void bubbleSort(int data[], int n)
{
    int i, j, temp;
    for (i = 0; i < n-1; i++)
        // Last i elements are already in place
        for (j = 0; j < n-i-1; j++)
            if (data[j] > data[j+1]) {
                temp = data[j];
                data[j] = data[j+1];
                data[j+1] = temp;
            }
}
```

The prototype of your sorting function would be as shown below.

```c
void bubbleSort2(int *info[], int n)
{

}
```