

Updating high scores file with bubble sort algorithm

```
public void UpdateHighScores(int newScore)
{
    int temp;

    //For all scores in the array do..
    for (int i = 0; i <= score.Length - 1; i++)
    {
        //If the player score is greater than or equal to the score in the array
        then
        if (newScore >= score[i])
        {
            //If the player score has not been added to the high scores yet then
            if (playerScore = false)
            {
                //Update the display to highlight the user score
                UpdateDisplay(i);
                playerScore = true;
            }

            temp = score[i];
            score[i] = newScore;
            newScore = temp;

            //Update the string array with the score
            text[i] = Convert.ToString(score[i]);
        }
    }

    //Write the new high scores data to the file
    using (System.IO.StreamWriter file = new
System.IO.StreamWriter("C:\\Users\\Public\\Documents\\highscore.txt", true))
    {
        for (int i = 0; i <= text.Length - 1; i++)
        {
            file.WriteLine(text[i]);
        }
    }
}
```