if-else-if

```
Aim:
```

```
Write a C Program to display <code>grade</code> based on <code>6</code> subject marks using an if-else-if ladder.

marks >= 90% is grade A

marks >= 80% and < 90% is grade B.

marks >= 70% and < 80% is grade C.

marks >= 60% and < 70% is grade D.

marks >= 40% and < 60% is grade E.

marks < 40% is grade Fail.

Sample Input and Output:

Enter the six subjects marks : 60 50 70 90 55 69

Total marks : 394

Percentage : 65.666664

Grade : D
```

Source Code:

```
<u>grade.c</u>
```

```
#include<stdio.h>
void main()
{
   int s1,s2,s3,s4,s5,s6,total;
   float avg;
   printf("Enter the six subjects marks : ");
   scanf("%d%d%d%d%d%d",&s1,&s2,&s3,&s4,&s5,&s6);
   total=s1+s2+s3+s4+s5+s6;
   avg=(float)total/6;
   printf("Total marks : %d\n",total);
   printf("Percentage : %f\n" ,avg);
   if(avg<40)
   printf("Grade : Fail\n");
   else if(avg<60)
   printf("Grade : E\n");
   else if(avg<70)
   printf("Grade : D\n");
   else if(avg<80)
   printf("Grade : C\n");
   else if(avg<90)
   printf("Grade : B\n");
   else
   printf("Grade : A\n");
}
```

| Test Case - 1 |
|--|
| User Output |
| Enter the six subjects marks : 60 50 70 90 55 69 |
| Total marks : 394 |
| Percentage : 65.666664 |
| Grade : D |

| Test Case - 2 |
|---|
| User Output |
| Enter the six subjects marks : 100 90 28 45 33 80 |
| Total marks : 376 |
| Percentage : 62.666668 |
| Grade : D |

| Test Case - 3 |
|--|
| User Output |
| Enter the six subjects marks : 90 89 85 97 79 88 |
| Total marks : 528 |
| Percentage : 88.000000 |
| Grade : B |

| Test Case - 4 |
|--|
| User Output |
| Enter the six subjects marks : 20 28 30 25 33 38 |
| Total marks : 174 |
| Percentage : 29.000000 |
| Grade : Fail |

| Test Case - 5 | |
|---|---|
| Jser Output | |
| nter the six subjects marks : 65 70 75 60 80 85 | |
| otal marks : 435 | |
| Percentage : 72.500000 | |
| rade : C | _ |