

Input reading: 3pts | Initialization: 3 pts | Loop condition: 4 pts | Counters logic: 4 pts | Stop conditions: 3 | Final output: 3

```

#include <stdio.h>
int main {
    int n, A, S, X;
    printf("enter n");
    scanf("%d" & n);
    for (i=1, i <= n; i++) {
        printf("enter X");
        scanf("%d" & X);
        if (X < A) then {
            C = C + A
            printf("The student present");
        } else if (X > A) {
            C = C + 1;
            printf("The student absent");
        }
        if (S == S or N all processed) then {
            printf("simulation stop");
        }
    }
    if (A > S) then {
        printf("The session valid");
    } else { printf("session cancelled"); }
    return 0;
}

```

```
#include <stdio.h>
int main()
{
    int N, A, S, X;
    printf("enter N");
    scanf("%d", &N);
    for (i = 1; i <= N; i++)
    {
        printf("enter X");
        scanf("%d", &X);
        if (X < A)
        {
            C = C + A;
            printf("The student present");
        }

        else if (X > A)
        {
            C = C + 1;
            printf("The student absent");
        }

        if (S == S || N all processed)
        {
            printf("simulation stops");
        }

        if (A > S)
        {
            printf("The session valid");
        }

        else
        {
            printf("session cancelled");
        }

    }

    return 0;
}
```

**Analyse :**

**Algorithmique :**

- Incrémentation `C = C + A` (si absent ?). Bizarre.
- Condition arrêt `if (S == S || ...)` : Toujours vrai.
- Pseudo-code.

**NOTE FINALE : 05 / 20**

**Feedback :**

- **Appréciation globale : Insuffisant.**
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