

```

#include <studio.h>
int main() {
    int N, A, S, X, K=0, F=0, n;
    While (N != 0 & K != S) {
        printf("Entrez x");
        scanf("%d", &X);
        if (X < A) {
            printf("the student is considered absent");
            F = F + 1;
        }
        else {
            printf("the student is present");
            K = K + 1;
        }
    }
    printf("%d; present students; K);
    printf("%d; absent student; S);
    printf("%d = %d + %d", n = K + S);
    if (K = S) {
        printf("session cancelled");
    }
    else {
        printf("session Valid");
    }
    } return 0;

```

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```
#include <stdio.h>
int main()
{
    int N, A, S, X, K = 0, J = 0, n;
    while (N != 0 && K != S)
    {
        printf("Entrer x");
        scanf("%d", &x);
        if (x < A)
        {
            printf("the student is considered absent");
            J = J + 1;
        }

        else
        {
            printf("the student is present");
            K = K + 1;
        }
    }

    printf("%d present students", K);
    printf("%d absent student", J);
    printf("%d = %d + %d", n = K + S);
    if (K == S)
    {
        printf("session cancelled");
    }

    else
    {
        printf("session valid");
    }

    return 0;
}
```

Analyse :

Algorithmique :

- Boucle `while (N != 0 && K != S)`. `N` est constant, donc `N!=0` toujours vrai. Arrêt sur `K (présents) == S (seuil absents) ??` Confusion variables.
- Pas de compteur de boucle (boucle infinie, sauf si `K` atteint `S`).
- Logique interne correcte.

NOTE FINALE : 09 / 20

Feedback :

- **Appréciation globale : Fragile.** Boucle potentiellement infinie. Confusion sur la condition d'arrêt.
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