

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;
    int i, na=0, np;
    printf("Enter the total number of registered
    students");
    scanf("%d", &N);
    for (i=1, i <= N, i++) {
        printf("Student %d", i);
        scanf("%d", &X);
        if (X < A) {
            na = na + 1;
        }
        else {
            np = np + 1;
        }
    }
    if (i==N || np==S)
        printf("stop the simulation");
    printf("Present students is %d", np);
    printf("absent students is %d", na);
    if (na <= np)
        printf("valid");
    else
        printf("cancelled");
}

```

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```
#include <stdio.h>
int main()
{
    int N, A, S, X;
    int i, na = 0, np;
    printf("Enter the total number of registered students: ");
    scanf("%d", &N);
    for (i = 1; i <= N; i++)
    {
        printf("student %d", i);
        scanf("%d", &X);
        if (X < A)
        {
            na = na + 1;
        }

        else
        {
            np = np + 1;
        }

        if (i == N || na == S)
        {
            printf("stop the simulation");
            break;
        }

    }

    printf("present students is %d", np);
    printf("absent students is %d", na);
    if (na <= np)
    {
        printf("valid");
    }

    else
    {
        printf("cancelled");
    }

    return 0;
}
```

Analyse :

Algorithmique :

- Initialisation `na=0` mais `np` non initialisé.
- `break` utilisé.
- Logic `if (i == N || na == S)`.
- Globalement ok sauf init `np`.

NOTE FINALE : 16 / 20

Feedback :

- **Appréciation globale : Bon.**
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