Structure and Functions assignments

Mandatory

- 1. Refer the code in "student.c". Implement the following requirements.
 - a. Change the name member to char * datatype
 - b. Add 2 functions below to read and store name and percentage scores from user in student record.

//pass name address as parameter and read and update name field Return updated name

char *read_update_name(char *name);

//pass address of percentage as parameter, read and update percentage field of student record. Also return updated percentage int read_update_percentage(int *percent);

- c. Check for memory leaks
- d. Specify atleast 5 dataset used for testing

Check for memory leak.

```
1 #include
 4 struct student {
        char *name;
        int percentage;
 8 char *read_update_name(char *name) {
        char temp[100];
        printf("Enter student's name: ");
fgets(temp, sizeof(temp), stdin);
temp[strcspn(temp, "\n")] = '\0';
11
        name = (char *)malloc(strlen(temp) + 1);
13
        if (name == NULL) {
    printf("Memory allocation failed for name\n");
14
             printf("Memo:
return NULL;
17
        strcpy(name, temp);
19
        return name;
21 int read update percentage(int *percent) {
        printf("Enter student
scanf("%d", percent);
return *percent;
26 void free_student(struct student *stu) {
      if (stu != NULL) {
             free(stu->name);
29
31 void display student(struct student stu) {
        printf("Student Name: %s\n", stu.name);
printf("Percentage: %d%%\n", stu.percentage);
35 int main() {
        struct student stu;
        stu.name = NULL;
        stu.name = read_update_name(stu.name);
        if (stu.name == NULL) {
        read_update_percentage(&stu.percentage);
43
        display_student(stu);
44
        free student(&stu);
        return 0;
46 }
```

```
user72@trainux01:~/Assignments$ vi prog3.c
user72@trainux01:~/Assignments$ gcc prog3.c
user72@trainux01:~/Assignments$ ./a.out
Enter student's name: chaithra
Enter student's percentage: 93
Student Name: chaithra
Percentage: 93%
```