

≡ File Edit Search Run Compile Debug Project Options Window Help

[■] EASY28.C 1=[↑↓]

```
#include <stdio.h>
struct student {
    char name[50];
    int roll;
    float marks;
} s;

int main() {
    printf("Enter information:\n");
    printf("Enter name: ");
    fgets(s.name, sizeof(s.name), stdin);

    printf("Enter roll number: ");
    scanf("%d", &s.roll);
    printf("Enter marks: ");
    scanf("%f", &s.marks);

    printf("Displaying Information:\n");
    printf("Name: ");
    printf("%s", s.name);
    printf("Roll number: %d\n", s.roll);
```

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F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu

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} s;

```
int main() {  
    printf("Enter information:\n");  
    printf("Enter name: ");  
    fgets(s.name, sizeof(s.name), stdin);  
  
    printf("Enter roll number: ");  
    scanf("%d", &s.roll);  
    printf("Enter marks: ");  
    scanf("%f", &s.marks);  
  
    printf("Displaying Information:\n");  
    printf("Name: ");  
    printf("%s", s.name);  
    printf("Roll number: %d\n", s.roll);  
    printf("Marks: %.1f\n", s.marks);  
  
    return 0;  
}
```

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F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu

```
C:\TURBOC3\BIN>TC
```

```
Enter information:
```

```
Enter name: nani
```

```
Enter roll number: 1
```

```
Enter marks: 2001
```

```
Displaying Information:
```

```
Name: nani
```

```
Roll number: 1
```

```
Marks: 2001.0
```

```
Enter information:
```

```
Enter name: _
```