```
#include <stdio.h>
#include <stdlib.h>
#define MAX_CUSTOMERS 100
typedef struct [
 intid;
  int age;
  float income;
  float spending_score;
] Customer;
void analyze (Customer customers[], int n) {
  float total_income = 0, total_score = 0;
  for (int i = 0; i < n; i++) {
    total_income += customers[i].income;
    total_score += customers[i].spending_score;
  float avg_income = total_income / n;
  float avg_score = total_score / n;
  printf("\n--- Analysis Result ---\n");
  printf("Average Income: %.2f\n", avg_income);
  printf("Average Spending Score: %.2f\n", avg_score);
  printf("\nCustomer Segments:\n");
  for (int i = 0; i < n; i++) {
    printf("Customer %d: ", customers[i].id);
    if (customers[i].income > avg_income &&
customers[i].spending_score > avg_score)
      printf ("High-value\n");
    else if (customers[i].income < avg_income &&
customers[i].spending_score > avg_score)
      printf("Value-seeker\n");
      printf("Others\n");
```

```
int main () [
  Customer customers[MAX_CUSTOMERS];
  int n;
  printf("Enter number of customers: ");
  scanf ("%d", &n);
  for (int i = 0; i < n; i++) {
    customers[i].id = i + 1;
    printf ("Enter details for Customer %d:\n", i + 1);
    printf ("Age: ");
    scanf("%d", &customers[i].age);
    printf("Annual Income: ");
    scanf("%f", &customers[i].income);
    printf ("Spending Score (1-100): ");
    scanf("%f", &customers[i].spending_score);
  analyze (customers, n);
  return 0;
```

```
Enter number of customers: 3
Enter details for Customer 1:
Age: 5
Annual Income: 25000
Spending Score (1-100): 5
Enter details for Customer 2:
Age: 19
Annual Income: 30000
Spending Score (1-100): 50
Enter details for Customer 3:
Age: 20
Annual Income: 40000
Spending Score (1-100): 75
--- Analysis Result ---
Average Income: 31666.67
Average Spending Score: 43.33
Customer Segments:
Customer 1: Others
Customer 2: Value-seeker
Customer 3: High-value
```