

```
#include <stdio.h>
#include <conio.h>
```

```
struct Customer {
```

```
    int cid;
```

```
    char cname[25];
```

```
    char caddress[25];
```

```
};
```

```
struct Laptop-Invoice {
```

```
    int Lid;
```

```
    char Lname[25];
```

```
    float Lprice;
```

```
    struct Customer C;
```

```
};
```

```
float Calculate(struct Laptop-Invoice Lap[3]);
```

```
    return total = total + price;
```

```
    }
```

```
int main()
```

```
{
```

```
    struct Laptop-Invoice Lap[3];
```

```
    int i;
```

```
    float discount, total, total bill;
```

```
    for(i=0; i<3; i++)
```

```
    {
```

```
        scanf("%d", &Lap[i].C.cid);
```

```
        gets(Lap[i].C.cname);
```

```
        gets(Lap[i].C.caddress);
```

```
        scanf("%d", &Lap[i].Lid);
```

```
        gets(Lap[i].Lname);
```

```
        scanf("%f", &Lap[i].Lprice);
```

```
    }
```

```
}
```



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```
void Calculate(struct Laptop_Invoice Lap[3])  
{  
    int i;  
    float total, discount, total bill;  
    for(i=0; i<3; i++)  
    {  
        total = total + Lap[i].Lprice;  
    }  
    if (total > 250000)  
    {  
        discount = total * 0.1;  
        total bill = total - discount;  
    }  
    else  
    {  
        total bill = total;  
    }  
    printf("Total bill is %.2f", total bill);  
}
```