/\*

Experiment No:- 9

  Topic:-Design a structure student\_record

  to contain name,roll\_number,and total marks

  obtained.Write a proagram to read 5 students

  data from the user and then display the topper

  on the screen.

   Name:- Ansari Mohammed Arham Mohammed Suhail.

   UIN:- 241P134

   Roll no:-63

   Class:-Computer Engineering,[Division "D"]

\*/

#include <stdio.h>

#include <string.h>

// Define a structure to store student details

struct Student\_Record

{

    char name[50];

    char roll\_number[20];

    int total\_marks;

};

int main()

{

    struct Student\_Record students[5];

    struct Student\_Record topper;

    int i;

    // Input data for 5 students

    printf("Enter details for 5 students:\n");

    for (i = 0; i < 5; i++)

    {

        printf("\nStudent %d:\n", i + 1);

        printf("Name: ");

        scanf(" %s", students[i].name); // Reads input including spaces

        printf("Roll Number: ");

        scanf("%s", students[i].roll\_number);

        printf("Total Marks: ");

        scanf("%d", &students[i].total\_marks);

    }

    // Find the topper

    topper = students[0]; // Assume the first student is the topper initially

    for (i = 1; i < 5; i++)

    {

        if (students[i].total\_marks > topper.total\_marks)

        {

            topper = students[i];

        }

    }

    // Display the topper

    printf("\nTopper Details:\n");

    printf("Name: %s\n", topper.name);

    printf("Roll Number: %s\n", topper.roll\_number);

    printf("Total Marks: %d\n", topper.total\_marks);

    return 0;

}

/\*

Enter details for 5 students:

Student 1:

Name: Messi

Roll Number: 10

Total Marks: 90

Student 2:

Name: Ronaldo

Roll Number: 7

Total Marks: 85

Student 3:

Name: Neymar

Roll Number: 11

Total Marks: 80

Student 4:

Name: Ramos

Roll Number: 4

Total Marks: 75

Student 5:

Name: Maldini

Roll Number: 3

Total Marks: 70

Topper Details:

Name: Messi

Roll Number: 10

Total Marks: 90

\*/