```c
/*
Exp 9: Design a structure student_record to?contain name, roll_number, and total
marks?obtained. Write a program to read 5 students
data from the user and then display the topper on the screen.




*/




#include <stdio.h>
struct student_record {
    char name[60];
    int roll_no;
    float total_marks;
}
;
void input_student_data(struct student_record students[], int n) {
    for (int i = 0; i < n; i++) {
        printf("\nEnter details for student %d:\n", i + 1);

        printf("Name: ");
        scanf("%s", students[i].name);

        printf("Roll Number: ");
        scanf("%d", &students[i].roll_no);

        printf("Total Marks: ");
        scanf("%f", &students[i].total_marks);
    }
}
int find_topper(struct student_record students[], int n) {
    int topper_index = 0;
    for (int i = 1; i < n; i++) {
        if (students[i].total_marks > students[topper_index].total_marks) {
            topper_index = i;
        }
    }
    return topper_index;
}
int main() {
    int n = 5;
    struct student_record students[n];
    printf("\t\t\t^^^ Topper Finder ^^^\n\n");
    input_student_data(students, n);
    int topper_index = find_topper(students, n);
    printf("\nTopper Details:\n");
    printf("Name: %s\n", students[topper_index].name);
    printf("Roll Number: %d\n", students[topper_index].roll_no);
    printf("Total Marks: %.2f\n", students[topper_index].total_marks);
    return 0;
}
                ^^^ Topper Finder ^^^
```

Enter details for student 1:

Name: Zakir

Roll Number: 7

Total Marks: 100

Enter details for student 2:

Name: Saif

Roll Number: 54

Total Marks: 35

Enter details for student 3:

Name: Kaif

Roll Number: 60

Total Marks: 75

Enter details for student 4:

Name: Amaan

Roll Number: 55

Total Marks: 87

Enter details for student 5:

Name: Sahil

Roll Number: 59

Total Marks: 69

Topper Details:

Name: Zakir

Roll Number: 7

Total Marks: 100.00

=== Code Execution Successful ===