if-else-if

```
Aim:
```

```
Write a C Program to display <code>grade</code> based on <code>6</code> subject marks using an if-else-if ladder.

marks >= 90% is grade A

marks >= 80% and < 90% is grade B.

marks >= 70% and < 80% is grade C.

marks >= 60% and < 70% is grade D.

marks >= 40% and < 60% is grade E.

marks < 40% is grade Fail.

Sample Input and Output:

Enter the six subjects marks : 60 50 70 90 55 69

Total marks : 394

Percentage : 65.666664

Grade : D
```

Exp. Name: Write a C program to display Grade based on 6 subject marks using

Source Code:

grade.c

```
#include<stdio.h>
#include<conio.h>
int main()
   int s1,s2,s3,s4,s5,s6,Total;
  float avg;
   printf ("Enter the six subjects marks : ");
   scanf("%d%d%d%d%d%d",&s1,&s2,&s3,&s4,&s5,&s6);
   Total=s1+s2+s3+s4+s5+s6;
   avg=(float)Total/6;
   printf("Total marks : %d\n",Total);
   printf("Percentage : %f\n",avg);
   if(avg >= 90)
   {
      printf("Grade : A\n");
   else if(avg>=80)
      printf("Grade : B\n");
   else if(avg>=70)
      printf("Grade : C\n");
 }
   else if(avg>=60)
```

```
printf("Grade : D\n");
  else if(avg>=40)
      printf("Grade : E\n");
  else if(avg<=40)
      printf("Grade : Fail\n");
 }
}
```

Execution Results - All test cases have succeeded!

```
Test Case - 1
User Output
Enter the six subjects marks : 60 50 70 90 55 69
Total marks : 394
Percentage : 65.66664
Grade : D
```

```
Test Case - 2
User Output
Enter the six subjects marks : 100 90 28 45 33 80
Total marks : 376
Percentage : 62.666668
Grade : D
```

```
Test Case - 3
User Output
Enter the six subjects marks : 90 89 85 97 79 88
Total marks : 528
Percentage : 88.000000
Grade : B
```

```
Test Case - 4
User Output
Enter the six subjects marks : 20 28 30 25 33 38
Total marks : 174
Percentage : 29.000000
Grade : Fail
```

```
Test Case - 5
User Output
Enter the six subjects marks : 65 70 75 60 80 85
Total marks : 435
Percentage : 72.500000
```

Grade : C

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