EX 17	PROGRAM TO STORE STUDENT INFORMATION IN STRUCTURE AND DISPLAY IT
DATE:	

AIM:

To store student information in structure and display it

ALGORITHM:

Step 1: START

Step 2: Read student details like name, mark1,2,3

Step 3: Calculate total, and average

Step 4: Display the grade

Step 5: STOP

PROGRAM:

```
#include<stdio.h> struct student { int
roll_no, mark1, mark2, mark3, total; float
average; char name[10],grade;
}; void struct_funct_student(struct student stu);
int main() { struct student stud; printf("\nRoll
No.="); scanf("%d",&stud.roll_no);
printf("Name="); scanf("%s",stud.name);
printf("Mark1="); scanf("%d",&stud.mark1);
printf("Mark2="); scanf("%d",&stud.mark2);
printf("Mark3=");

scanf("%d",&stud.mark3);
struct_funct_student(stud);
return 0;
} void struct_funct_student( struct
student stu)
```

```
{ stu.total = stu.mark1 + stu.mark2 +
stu.mark3; stu.average = stu.total / 3;
if(stu.average >= 90) stu.grade='S'; else
if(stu.average >= 80) stu.grade='A'; else
if(stu.average >= 70) stu.grade='B'; else
if(stu.average >= 60) stu.grade='C'; else
if(stu.average >= 50) stu.grade='D'; else
stu.grade='F';
printf("\n ROLL NO. \t NAME \t TOTAL \t AVG \t
GRADE \n");
printf("%d \t %s \t %d \t %f \t %c", stu.roll_no,stu.name,stu.total,stu.average,stu.grade); }
```

OUTPUT:

Roll No.= 1

Name= a

Mark1= 95

Mark2= 94

Mark3= 96

ROLL NO.	NAME	TOTAL	AVG	GRADE
1	a	285	95.000000	S

RESULT:

Thus the C Program to store and display student details using structures has been executed and the result was verified.