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#include <stdio.h>
#include <stdlib.h>
#include <string.h>

struct Student {
    int rollNo;
    char name[50];
    float marks;
};

void addStudent() {
    FILE *fp = fopen("student.txt", "a");
    struct Student s;

    printf("Enter Roll No: ");
    scanf("%d", &s.rollNo);
    printf("Enter Name: ");
    scanf("%s", s.name);
    printf("Enter Marks: ");
    scanf("%f", &s.marks);

    fwrite(&s, sizeof(s), 1, fp);
    fclose(fp);
    printf("Record Added Successfully!\n");
}

void displayStudents() {
    FILE *fp = fopen("student.txt", "r");
    struct Student s;

    printf("\n--- Student Records ---\n");
```

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while(fread(&s, sizeof(s), 1, fp))
    printf("%d %s %.2f\n", s.rollNo, s.name, s.marks);

fclose(fp);
}

void searchStudent() {
    FILE *fp = fopen("student.txt", "r");
    struct Student s;
    int id, found = 0;

    printf("Enter Roll No to Search: ");
    scanf("%d", &id);

    while(fread(&s, sizeof(s), 1, fp)) {
        if(s.rollNo == id) {
            printf("Record Found: %d %s %.2f\n", s.rollNo, s.name, s.marks);
            found = 1;
            break;
        }
    }

    if(!found) printf("No Record Found!\n");
    fclose(fp);
}

int main() {
    int choice;

    do {
        printf("\n*** Student Management System ***\n");

```

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printf("1. Add Student\n2. Display Students\n3. Search Student\n4. Exit\n");
printf("Enter choice: ");
scanf("%d", &choice);

switch(choice) {
    case 1: addStudent(); break;
    case 2: displayStudents(); break;
    case 3: searchStudent(); break;
    case 4: exit(0);
    default: printf("Invalid Choice!\n");
}

} while(choice != 4);

return 0;
}

```

```

*** Student Management System ***
1. Add Student
2. Display Students
3. Search Student
4. Exit
Enter choice: 1
Enter Roll No: 101
Enter Name: rohit
Enter Marks: 85.5
Record Added Successfully!

*** Student Management System ***
1. Add Student
2. Display Students
3. Search Student
4. Exit
Enter choice: 1
Enter Roll No: 102
Enter Name: sita
Enter Marks: 95
Record Added Successfully!

```