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```c
/*
Name- Sneha Jaiswal
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Exp 9- Task 1
Module 4 : Structures
Aim: Design a structure 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>
#include <string.h>
// Defining the structure to hold student data
struct student_record {
  char name[50];
  int roll_number;
  float total_marks;
};
// Function to read student data
void input_student_data(struct student_record students[], int n) {
for (int i = 0; i < n; i++) {
  printf("Enter details for student %d:\n", i + 1);
  printf("Name: ");
  getchar(); // To consume the newline left by the previous input
  gets(students[i].name);
  printf("Roll Number: ");
  scanf("%d", &students[i].roll_number);
  printf("Total Marks: ");
  scanf("%f", &students[i].total_marks);
}
}
// Function to find and return the index of the student with the highest 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; // Number of students
  struct student_record students[n];
  printf("\t\t *** Topper Finder *** \n\n");
  // Input student data
  input_student_data(students, n);
  // Find the topper
  int topper_index = find_topper(students, n);
  // Display topper details
  printf("\nTopper Details:\n");
  printf("Name: %s\n", students[topper_index].name);
  printf("Roll Number: %d\n", students[topper_index].roll_number);
  printf("Total Marks: %.2f\n", students[topper_index].total_marks);
  return 0;
}
```

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