#include <stdio.h>

struct Student {

int id;

char name[50];

int marks[5];

float average;

};

// Function to input student details

void inputStudents(struct Student s[], int n) {

for (int i = 0; i < n; i++) {

printf("\nEnter details for student %d\n", i + 1);

printf("ID: ");

scanf("%d", &s[i].id);

printf("Name: ");

scanf(" %[^\n]s", s[i].name);

printf("Enter 5 marks: ");

for (int j = 0; j < 5; j++) {

scanf("%d", &s[i].marks[j]);

}

}

}

// Function to calculate average marks

void calculateAverage(struct Student \*s) {

int sum = 0;

for (int i = 0; i < 5; i++) {

sum += s->marks[i];

}

s->average = sum / 5.0f;

}

// Function to display topper

void displayTopper(struct Student s[], int n) {

int topperIndex = 0;

for (int i = 1; i < n; i++) {

if (s[i].average > s[topperIndex].average) {

topperIndex = i;

}

}

printf("\nTopper Student:\n");

printf("ID: %d\n", s[topperIndex].id);

printf("Name: %s\n", s[topperIndex].name);

printf("Average: %.2f\n", s[topperIndex].average);

}

int main() {

int n = 5;

struct Student students[5];

inputStudents(students, n);

for (int i = 0; i < n; i++) {

calculateAverage(&students[i]);

}

displayTopper(students, n);

return 0;

}S