Assignment 3

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Structs, Strings and Pointers

Create a student report card application using structs, pointers, and proper file organization.

TASK REQUIREMENTS:

Part 1: Student Record Creation

- Define StudentRecord struct with:
 - StudentID (int)
 - LastName (char[21])
 - FirstName (char[21])
 - Array of 4 CourseRecords (struct with CourseName char[21] and Mark float)
 - AverageMark (float)
- Create function to initialize student records for 4 students via user input

Part 2: Average Calculation

Develop function to calculate and set AverageMark for each student

Part 3: Report Generation

- Create function to print formatted report cards showing:
 - Student ID. First/Last Name
 - All courses with marks
 - Calculated average

General Requirements:

- Organize code in src/ and inc/ folders
- studentRecord.c for operations
- studentRecord.h for prototypes
- Clear comments and consistent formatting

SAMPLE OUTPUTS

Student input for 1 student:

```
C:\PROG2007\ASSIGN3\cmake-build-debug\ASSIGN3.exe
Please enter the Student ID:
6055703
Please enter the last name for Student #6055703:
Smith
Please enter the first name for Student #6055703:
Bob
Please enter the course name:
```

```
QWER4000
Please enter the mark for QWER4000:
87
Please enter the course name:
GOLD4350
Please enter the mark for GOLD4350:
93
Please enter the course name:
SNOW3999
Please enter the mark for SNOW3999:
70
Please enter the course name:
FIRE0045
Please enter the mark for FIRE0045:
68
Process finished with exit code 0
```

Report card for 1 student:

REMEMER: your assignment should accept inputs & output report cards for 3 students.

Submission Instructions

Video Recording Submission:

You will demonstrate the completion of this project via a **video screen-capture recording** of you using CLion, GitBash, and viewing your code to show completion of the **Video Submission Checklist**, which is posted on Brightspace. You will post **either your video file or a link to it** (e.g. a Microsoft Stream recording, make sure to give the instructor permissions to watch it), to the Brightspace Assignment 3 Dropbox prior to the deadline. If you are not sure of how best to capture such a video, seek advice from the instructor prior to the deadline.

NOTE: MAKE SURE TO SHOW EVERYTHING IN THE VIDEO SUBMISSION CHECKLIST STEP-BY-STEP. YOU WILL NEED AUDIO IN THE VIDEO FOR AT LEAST THE CODE REVIEW PORTION OF THE CHECKLIST