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#include <stdio.h>

#include <string.h> // For string operations

struct student\_record {

char name[50];

int roll\_number;

float total\_marks;

};

void input\_student\_data(struct student\_record students[], int n) {

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

char temp\_name[50]; // Temporary buffer for name input

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

printf("Name: ");

scanf(" %[^\n]", temp\_name); // Using " %[^\n]" to read full name including spaces

strcpy(students[i].name, temp\_name); // Copy the input into the structure's name field

printf("Roll number: ");

scanf("%d", &students[i].roll\_number);

printf("Total marks: ");

scanf("%f", &students[i].total\_marks); // Corrected format specifier

printf("\n"); // Add a line gap after each student's input

}

}

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() {

const int n = 5; // Hard-coded number of students

struct student\_record students[5]; // Array size matches the number of students

printf("\t\t\*\*\* Topper Finder \*\*\*\n\n");

input\_student\_data(students, n);

int topper\_index = find\_topper(students, n);

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;

}

\*\*\* Topper Finder \*\*\*

Enter details for student 1:

Name: Zoya

Roll number: 16

Total marks: 98

Enter details for student 2:

Name: Ayub

Roll number: 30

Total marks: 23

Enter details for student 3:

Name: Shaikh

Roll number: 36

Total marks: 76

Enter details for student 4:

Name: raminy

Roll number: 2

Total marks: 87

Enter details for student 5:

Name: yuva

Roll number: 4

Total marks: 45

Topper details:

Name: Zoya

Roll number: 16

Total marks: 98.00

=== Code Execution Successful ===