13.PROGRAM TO USE STRUCTURES

#include <stdio.h>

struct student {

char firstName[50];

int roll;

float marks;

} s[10];

int main() {

int i;

printf("Enter information of students:\n");

// storing information

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

s[i].roll = i + 1;

printf("\nFor roll number%d,\n", s[i].roll);

printf("Enter first name: ");

scanf("%s", s[i].firstName);

printf("Enter marks: ");

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

}

printf("Displaying Information:\n\n");

// displaying information

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

printf("\nRoll number: %d\n", i + 1);

printf("First name: ");

puts(s[i].firstName);

printf("Marks: %.1f", s[i].marks);

printf("\n");

}

return 0;

}

