**Student Attendance System**

**Introduction:**

Student Attendance System is a simple C language-based application that was originally inspired by Blackboard’s Attendance System, the program uses it’s features to demonstrate basic institute required tasks which can be used in any university, college, and school for Student’s Attendance registration.  
  
You can utilize this application to keep track of student’s names, roll numbers and attendance and you can keep adding new students whenever you wish.  
  
The Student Attendance System is so easy to use and so user friendly you can just run the program and you will have 4 options to:

* Add students’ data
* Take the added students attendance
* Review the previous attendance sheet
* Log Out

Choose whatever option you wish to proceed with and follow the instructions provided by the application.

**Features**

1. It can add student’s names and ID numbers.
2. It can mark their attendance.
3. It can review the attendance sheet
4. The program allows you to log out from the main menu.
5. The program can automatically create two notepads which will be in your desktop and save students data and the attendance data separately.
6. The output screen will always stay clean following with “system(“cls”);” function which gives a much more user friendly and a cleaner environment to work in.
7. You can use each feature multiple times without any interruptions until you log out.

Diagram

Description automatically generated**Flow-chart:**

**Tools & Methods:**

We used a structure with the name “Student” and created three data types, the first data type is a character “Name[20]” with an array index of 20, the second datatype is an integer “rollno”, the third datatype inside the structure is another character “attend”.

Moving outside the structure we added yet another three integer, first two integers have the initials “I” and “J,” the third integer is called “studentStrength,” a file pointer was also created named “\*fp”, moving on

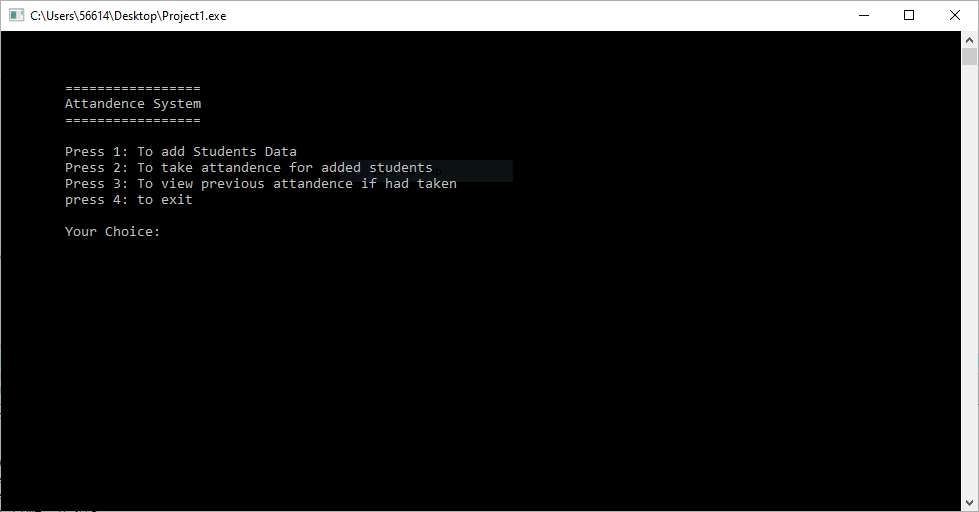
we created a function called “showMainMenu” which will be the starting point to our application and inside it we created an integer called “choice”, under it we added system(“cls”); which will just help keep our codes environment clean, later we constructed the main menu with its 4 choices which will show the starting screen to our application using the print format. We used functions for each option the rest of the tools are listed below.

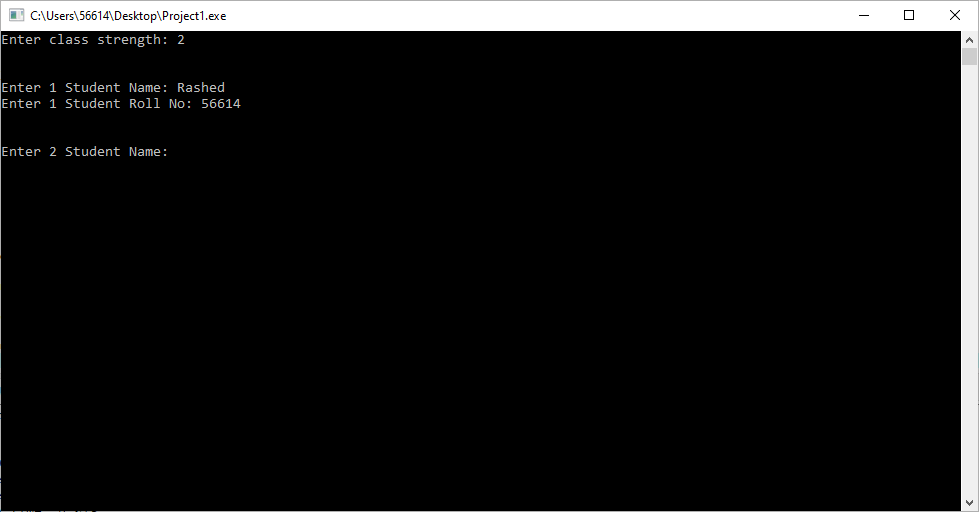
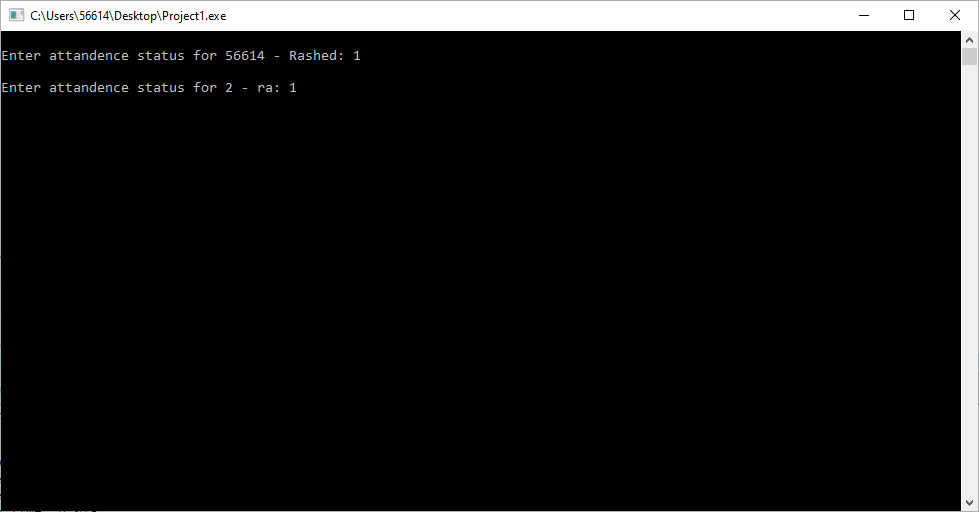
1. Structure.
2. Functions.
3. Array.
4. If, Else.
5. For, While.
6. File Pointer.
7. System(“cls”).
8. Switch Case.

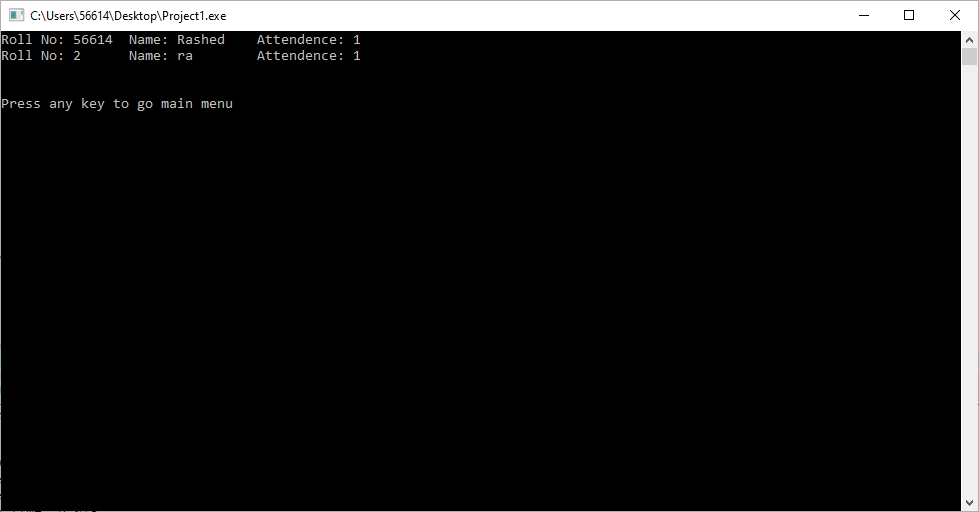
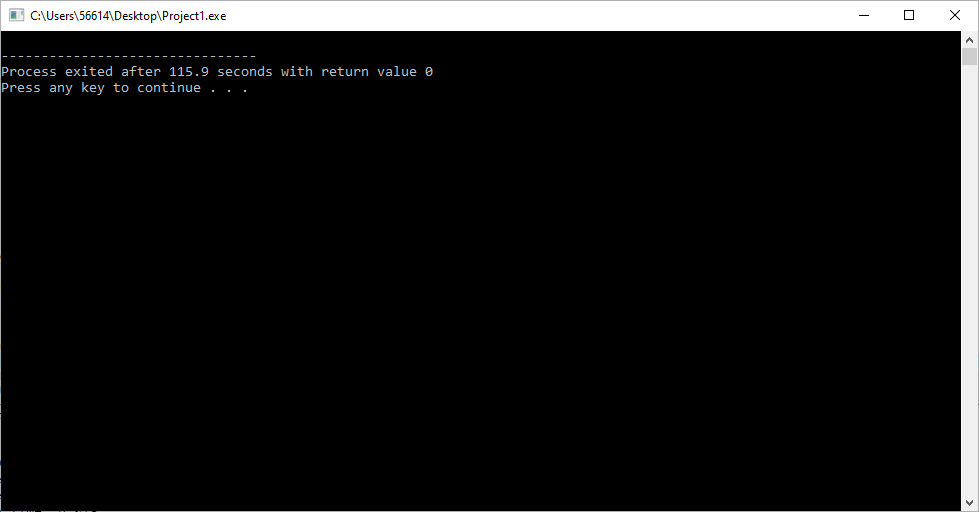
Structure is a user-defined datatype in C language which allows us to combine data of different types together.

A function is a block of code which only runs when it is called. You can pass data, known as parameters, into a function. Functions are used to perform certain actions, and they are important for reusing code: Define the code once, and use it many times.

**Output:**

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