

7. #include <stdio.h>

```
typedef struct  
struct students {  
    char name[50];  
    int electins;
```

```
typedef struct {  
    name  
    char [50];  
} electins;
```

```
} students;
```

```
void inputStudentDetails (int n, struct students a[])  
{
```

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

```
        printf ("Enter Student no. %d name", i+1);
```

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

```
        gets (a[i].name);
```

```
        printf ("Enter student electins\n");
```

```
        printf ("1. IIT\n");
```

```
        printf ("2. Advanced Java\n");
```

```
        printf ("3. J2EE\n");
```

```
        scanf ("%d", &a[i].electins);
```

```
    }
```

```
}
```

```
void inputTotalNumber () { int n;
```

```
    printf ("Enter the total number of students\n");
```

```
    scanf ("%d", &n);
```

```
    return n;
```

```
}
```

```
void int DisplayMenu () { int n;
```

```
    printf ("1. Display names of student for a  
    particular electins\n");
```

```
    printf ("2. Display count of each
```

```

        elected " ");
    printf(" 3. Display name of students
           in all elections\n");
    printf(" 4. Exit ");
    scanf("%d", &n);
    return n;
}

```

```

void displayParticularElectionNames (students a[], int n)
{
    int e;
    printf(" Choose one of the election\n");
    scanf("%d", &e);
    for (int i=0; i<n; i++) {
        if (a[i].election == e)
            printf("%s\n", a[i].name);
    }
}

```

```

void displayNamesFor (students a[], int n)
{
    elections election e1[10], e2[10], e3[10];
    int e1, e2, e3;
    int c1=0, c2=0, c3=0;
    for (int i=0; i<n; i++) {
        if (a[i].election == 1) {
            c1++;
            e1[c1].name = a[i].name;
        } else if (a[i].election == 2) {
            c2++;
            e2[c2].name = a[i].name;
        } else if (a[i].election == 3) {
            c3++;
            e3[c3].name = a[i].name;
        }
    }
}

```



```

        printf Electors (e1, c1);
        printf Electors (e2, c2);
        printf Electors (e3, c3);
    }
    void printElectors (elector e[], int c)
    {
        for (int i=0; i<c; i++)
            puts (e[i].name);
    }

```

```

    void countElectors (Students s[], int n) {
        int c1=0, c2=0, c3=0;
        for (int i=0; i<n; i++) {
            if (switch (s[i].elector) {
                case 1: c1++;
                        break;
                case 2: c2++;
                        break;
                case 3: c3++;
                        break;
            })
        }
    }

```

```

    }
    printf ("The count of the elector is: \n");
    printf ("1. %d", c1);
    printf ("2. %d", c2);
    printf ("3. %d", c3);
    if (c1 < 3) {
        printf ("Note that this elector is less than 3 in strength \n");
        selectOtherElectors (1, s, n);
    }
    if (c2 < 3) {
        printf ("Note that this elector is ");
        selectOtherElectors (2, s, n);
    }
    }

```

```

if (c < 3) {
    printf("Note that this election is ");
    selectOtherElections(3, s, n);
}

```

```

}
void selectOtherElections(int e, student s, n) {

```

```

for (int i = 0; i < n; i++) {
    if (s[i].election == e) {
        printf("Please reenter election (name)");
        scanf("%d", &s[i].election);
    }
}

```

```

}
countElections(s, n);

```

```

}
int main() {

```

```

    int n = inputTotalNumbers();
    students = a[n];
    inputStudentDetails(a, n);
    do {

```

```

        d = DisplayMenu();
        switch (d) {

```

```

            case 1: displayParticularElectionNames(a, n);
                    break;

```

```

            case 2: countElections(a, n);
                    break;

```

```

            case 3: displayNames(a, n);
                    break;

```

```

            case 4: break;

```

```

            default: printf("Enter valid input");

```

```

        } while (d != 4);

```

```

    return 0;
}

```