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#include<stdio.h>
#include<conio.h>
struct Student
{
        char name[30];
        int rollNumber;
        int marks[5];
        int totalMarks;
        float percentage;
(struct Student students[],int numberStudents,int rollNumber)
        int i,m;
        for(i=0;i<numberStudents;i++)</pre>
{
                 if(rollNumber==students[i].rollNumber){
                         printf("The student's name: %s\n",students[i].name);
                         printf("The student's roll number:
%d\n",students[i].rollNumber);
                         printf("The student's marks\n");
                         for(m=0;m<5;m++){
                                 printf("%d ",students[i].marks[m]);
                         printf("\nThe student's total marks:
%d\n",students[i].totalMarks);
                         printf("The student's percentage:
%.2f\n",students[i].percentage);
                         printf("\n");
                         break;
                 }
        }
(struct Student students[],int numberStudents)
        int i,j,m;
        for (i = 0; i < numberStudents - 1; i++)</pre>
                for (j = 0; j < numberStudents - i - 1; j++){}
                         if (students[j].totalMarks > students[j + 1].totalMarks)
                         {
                                 // swap temp and elements[i]
                                 struct Student temp = students[j];
                                 students[j] = students[j + 1];
                                 students[j + 1] = temp;
                         }
                 }
        }
        for(i=0;i<numberStudents;i++){</pre>
```

```
printf("The student's name: %s\n",students[i].name);
                printf("The student's roll number: %d\n",students[i].rollNumber);
                printf("The student's marks\n");
                for(m=0;m<5;m++){
                        printf("%d ",students[i].marks[m]);
                printf("\nThe student's total marks: %d\n",students[i].totalMarks);
                printf("The student's percentage: %.2f\n",students[i].percentage);
                printf("\n");
        }
}
void main()
        struct Student students[100];
        int numberStudents,i,m;
        int rollNumber;
        float percentage1;
        float percentage2;
        printf("Enter the number of students: ");
        scanf("%d",&numberStudents);
        for(i=0;i<numberStudents;i++){</pre>
                fflush(stdin);
                printf("Enter the student's name: ");
                gets(students[i].name);
                printf("Enter the student's roll number: ");
                scanf("%d",&students[i].rollNumber);
                for(m=0;m<5;m++){
                        printf("Enter the student's mark %d: ",(m+1));
                        scanf("%d",&students[i].marks[m]);
                printf("\n");
        findTotalMarksPercentageStudents(students, numberStudents);
        printf("Enter the student's roll number to search: ");
        scanf("%d",&rollNumber);
        displayDetailsStudent(students,numberStudents,rollNumber);
        printf("Enter the student's percentage 1 to search: ");
        scanf("%f",&percentage1);
        printf("Enter the student's percentage 2 to search: ");
        scanf("%f",&percentage2);
displayDetailsSudentsPercentageRange(students,numberStudents,percentage1,percentage
2);
        printf("\nSort the array in ascending order of marks.\n");
        sortArrayInAscendingOrderMark(students, numberStudents);
```

```
printf("\n");
    getch();
    getch();
}
```