Computer Programming

Design a program that generates the general average of three grading systems. Display the remarks as output, based on the following scale.

General Average	Equivalent Grade	Remarks
100 - 97	1.00	Excellent
94 - 96	1.25	Excellent
91 – 93	1.50	Very Good
88 – 90	1.75	Very Good
85 – 87	2.00	Good
82 – 84	2.25	Good
79 – 81	2.50	Satisfactory
76 – 78	2.75	Fair
75	3	Passed
Below 75	5	Failed

```c
#include <stdio.h>
#include <string.h>
#include <ctype.h>
#include <stdbool.h>
#include <stdlib.h>

//* Design a program that generates the general average of three grading systems.
//* Display the remarks as output based on the following scale.

const char* getRemarks(int avg, float *equiv);
bool checkContent(const char *arg);
```

```c
int main() {
    char buffer[50];
    char studName[30];
    char choice;
    int studNo;
    int midGrade;
    int finalGrade;
    int avg;
    float equiv;
    int totalPassed = 0;
    int totalFailed = 0;
    int totalStud = 0;
    bool valid = false;

    printf("\t\tSTUDENT GRADE CALCULATOR\n");

    do {
        printf("\n");
        valid = false;
        while (!valid) {
            printf("STUDENT NUMBER\t: ");
            fgets(buffer, sizeof(buffer), stdin);
            buffer[strcspn(buffer, "\n")] = 0;

            valid = true;
            if (buffer[0] == '\0') {
                valid = false;
                printf("Invalid input: Student number cannot be empty.\n");
                continue;
            }

            if (checkContent(buffer)) {
                studNo = atoi(buffer); // Converts a string into an integer
                if (studNo < 0) {
                    printf("Input cannnot be negative.\n");
                } else {
                    buffer[0] = 0;
                }
            } else {
                printf("Invalid input. Please enter an integer.\n");
                valid = false;
            }
        }
```