#include <stdio.h>

#include <stdlib.h>

#define MAX\_STUDENTS 100

struct Student {

int id;

char name[50];

float marks;

};

struct Student students[MAX\_STUDENTS];

int numStudents = 0;

void addStudent() {

if (numStudents == MAX\_STUDENTS) {

printf("Maximum number of students reached.\n");

return;

}

struct Student newStudent;

printf("Enter student ID: ");

scanf("%d", &newStudent.id);

printf("Enter student name: ");

scanf("%s", newStudent.name);

printf("Enter student marks: ");

scanf("%f", &newStudent.marks);

students[numStudents] = newStudent;

numStudents++;

printf("Student added successfully.\n");

}

void displayStudents() {

if (numStudents == 0) {

printf("No students to display.\n");

return;

}

printf("Student Details:\n");

printf("-------------------------------\n");

printf("ID\tName\t\tMarks\n");

printf("-------------------------------\n");

for (int i = 0; i < numStudents; i++) {

printf("%d\t%s\t\t%.2f\n", students[i].id, students[i].name, students[i].marks);

}

printf("-------------------------------\n");

}

int main() {

int choice;

while (1) {

printf("\nStudent Management System\n");

printf("1. Add Student\n");

printf("2. Display Students\n");

printf("3. Exit\n");

printf("Enter your choice: ");

scanf("%d", &choice);

switch (choice) {

case 1:

addStudent();

break;

case 2:

displayStudents();

break;

case 3:

printf("Exiting program.\n");

exit(0);

default:

printf("Invalid choice. Please try again.\n");

}

}

return 0;

}