

```
#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;
}
```

