Lab 3: Working with Pointers to Find the Largest Score

Instructions:

In this lab, you will write a C program that uses pointers only to work with a list of scores the user enters. The program will prompt the user to enter multiple scores (real numbers), display the scores, and then find and display the largest score. The focus of this lab is to reinforce your understanding of pointers by using them exclusively to handle the scores. File should be named (**Lab3.c**)

Goals:

By the end of this lab, you should be able to:

1. Use **pointers** to store and access data in memory.
2. Dynamically allocate memory for a user-defined number of scores.
3. Traverse an array using pointers and find the largest value.

Sample Output:

```
Enter how many scores do you have: 5
Okay! Now enter all your 5 scores separated by space: 12.5 69.6 8 14.2 52.02

Perfect! Here are all the scores you entered....
(12.50) (69.60) (8.00) (14.20) (52.02)

The largest score entered is: 69.60
```

```
Enter how many scores do you have: 3
Okay! Now enter all your 3 scores separated by space: 5.5 10.4 9.8

Perfect! Here are all the scores you entered....
(5.50) (10.40) (9.80)

The largest score entered is: 10.40
```

Grading Criteria:

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1. Program executes and achieves desired output: 100 points
2. Calculation errors: -5 points each
3. Compilation errors: -10 to -20 points (based on severity)
4. Lack of indentation or poor formatting: -5 points
5. Input handling errors: -10 points