#include <stdio.h>

struct student {

char firstName[50];

int roll;

float marks;

};

int main() {

struct student s[100];

int n,i,j; float num;

printf("\*FILL THE DIRECTORY\*\n");

printf("Enter the number of students: ");

scanf("%d",&n);

for (i = 0; i < n; ++i)//storing the details

{

s[i].roll = i + 1;

printf("\nFor roll number %d,\n", s[i].roll);

printf("Enter first name: ");

scanf("%s", s[i].firstName);

printf("Enter marks:");

scanf("%f", &s[i].marks);

}

int choice;//variable for switch case

do{

printf("\n#### STUDENTS DIRECTORY ####\n");

printf("Options\n");

printf("1. Display Record\n");

printf("2. See Percentage\n");

printf("3. View Remarks\n");

printf("4. Veiw result table\n");

printf("0. Exit\n");

printf("Enter your choice");

scanf("%d\n\n",&choice);

switch(choice){

case 1:printf("Displaying Information:\n");

// displaying information

for (i = 0; i < n; ++i) {

printf("\nRoll number: %d\n", i + 1);

printf("First name: ");

puts(s[i].firstName);

printf("Marks: %.1f", s[i].marks);

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

}

break;

case 2:

printf("Displaying Percentage\n");

printf("Enter Roll No. of Student:");

scanf("%d",&i);

num=s[i-1].marks;

float per=(num/500)\*100;

printf("Percentage=%f\n\n\n", per);

break;

case 3: printf("Enter Roll No. of Student:");

scanf("%d",&j);

if(s[j-1].marks>=450&&s[j-1].marks<500)

{printf("Outstanding\n\n\n");}

else if(s[j-1].marks>=400&&s[j-1].marks<450)

{printf("Very Good\n\n\n");}

else if(s[j-1].marks>=350&&s[j-1].marks<400)

{printf("Good\n\n\n");}

else if(s[j-1].marks>=300&&s[j-1].marks<350)

{printf("Average\n\n\n");}

else(s[j-1].marks<300);

{printf("Below Average\n\n\n");}

break;

case 4: printf("Studend Result List\n");

printf("Roll No.\tName\tMarks Scored\tPercentage\n");

for(i=0;i<n;i++){

printf("%d \t%s\t%f\t%f\n\n\n",i+1,s[i].firstName,s[i].marks,s[i].marks\*0.14);

}

break;

default: printf("invalid choice");

}

}while(choice!=0);

// hold the screen

getchar();

return 0;

}