```
#include<stdio.h>
#include<stdlib.h>
#include<string.h>

#define MAX_STUDENTS 100
struct Student {
   char name[50];
   int rollnumber;
   float marks;
   char grade;
};
struct Student students[MAX_STUDENTS];
int count = 0;

void add();
void display();
char calculategrade(float marks);

void add() {
   if (count >= MAX_STUDENTS) {
      printf("Cannot add more students. Maximum limit reached.\n");
      return;
   }
   struct Student newstudent;

   printf("Enter name: ");
```

```
    scanf("%s", newstudent.name);
    printf("Enter roll number: ");
    scanf("%d", &newstudent.rollnumber);
    printf("Enter marks: ");
    scanf("%f", &newstudent.marks);

    newstudent.grade = calculategrade(newstudent.marks);
    students[count] = newstudent;
    count++;

    printf("Details have been added successfully!!!\n");
}

void display() {
    if (count == 0) {
        printf("No student records to display.\n");
        return;
    }

    printf("\nStudent Records:\n");
    for (int i = 0; i < count; i++) {
        printf("Name: %s, RollNumber: %d, Marks: %.2f, Grade: %c\n",
               students[i].name, students[i].rollnumber, students[i].marks, students[i].grade);
    }
}
```

```
char calculategrade(float marks) {
   if (marks >= 90) {
      return 'A';
   } else if (marks >= 80) {
      return 'B';
   } else if (marks >= 70) {
      return 'C';
   } else if (marks >= 60) {
      return 'D';
   } else {
      return 'FAIL';
   }
}

int main() {
   int choice;

   while (1) {
      printf("Student Record System\n");
      printf("1. Add\n");
      printf("2. Display\n");
      printf("3. Exit\n");
      printf("Enter your choice: ");
      scanf("%d", &choice);

      switch (choice) {
```

```
        case 1:
            add();
            break;
        case 2:
            display();
            break;
        case 3:
            printf("Exiting...\n");
            exit(0);
        default:
            printf("Invalid choice\n");
      }
   }

   return 0;
}
```