### **ASSIGNMENT NO.:**

### **PROBLEM STATEMENT:**

Program in C to print Details of students, calculate average and highest marks in subjects.

### THEORY:

In this program user defined data type(structure) is being used. A structure is used when built in data types do not provide the flexibility of creating abstract data type. Here a structure is used to store name, roll no, and marks in two subjects of a various students. This program will also calculate the average marks in both the subjects as well as print the name with the marks of those student who scored highest amongst those subjects.

### **ALGORITHM:**

**Input**: The details of number of students to be registered, say N.

**Output:** Queries performed successfully or suitable unsuccessful message.

**Data Structure Used :** An array of structures, say students[1..N], where each structure contains the following members :

- **a)** The roll number of a student, say roll
- **b)** The name of the student, say name
- **C)** The respective marks of the student in both subjects, say mar1 and mar2

### **STEPS:**

## Algorithm\_Entry(x)

```
Step 1:
                Print "\nEnter details of student ", i, ":"
Step 2:
                Print "\nRoll:"
Step 3:
                Input roll
Step 4:
                Print "\nName:"
Step 5:
                Input name
Step 6:
                Print "\nMarks in subject 1:"
Step 7:
                Input m1
Step 8:
                Print "\nMarks in subject 2:"
Step 9:
                Input m2
Step 10:
                Set students[x] = Get_Student(name, roll, m1, m2)
   // Get_Student is a function which returns a new instance of the
```

# Algorithm\_Display(roll)

```
Step 1 : Set i = 1
Step 2 : Repeat through steps 2.a to 2.b while(i <= n)
a) If(students[i].roll == roll)</pre>
```

// 'Student' structure initialized with given arguments

```
I. Print "\nDetails of student"
          || Print "\n========"
          III. Print "\nRoll : ", students[i].roll
          IV. Print "\nName : ", students[i].name
          V. Print "\nMarks in =>"
          VI.
                     Print "\nSubject 1 : ", students[i].mar1
          VII.
                     Print "\nSubject 2: ", students[i].mar2
          VIII.
                     Return
          [End of if structure]
       b) Set i = i + 1
       [End of while loop]
   Step 3:
                    Print "\nRecord does not exist for roll ", roll
Algorithm_Average()
   Step 1:
                     Set i = 1, t1 = 0.0, t2 = 0.0, avg1 = 0.0, avg2 = 0.0
   Step 2:
                     While(i \le n)
       a) Set t1 = t1 + students[i].mar1
       b) Set t2 = t2 + students[i].mar2
       C) Set i = i + 1
       [End of while loop]
   Step 3:
                    Set avg1 = t1/n, avg2 = t2/n
   Step 4:
                     Print "\nAverage marks in subject 1:", avg1
   Step 5:
                     Print "\nAverage marks in subject 2:", avg2
Algorithm_Highest()
   Step 1:
                     Set max1 = 0, max2 = 0, c1 = 0, c2 = 0, i=1
   Step 2:
                     Repeat through steps 2.a to 2.b while(i \le n)
       a) If(students[i].mar1 > max1)
          l. Set max1 = students[i].mar1, c1 = i
          [End of if structure]
       b) If(students[i].mar2 > max2)
          l. Set max2 = students[i].mar2, c2 = i
          [End of if structure]
       c) Set i = i + 1
   Step 3:
                     EndWhile
   Step 4:
                     If(c1 == c2)
       a) Print "\nName : ", students[c1].name
       b) Print "\nRoll : ", students[c1].roll
       C) Print "\nHas scored highest marks in both subjects!"
   Step 5:
       a) Print "\nDetails of students who scored the highest marks"
```

b) Print "\nName : ", students[c1].name

```
C) Print "\nRoll: ", students[c1].roll
d) Print "\nScored highest marks in subject 1"
e) Print "\nName: ", students[c2].name
f) Print "\nRoll: ", students[c2].roll
g) Print "\nScored highest marks in subject 2"
[End of if structure]
```

### Algorithm\_Main()

```
Step 1:
                 Print "\nEnter number of students:"
Step 2:
                 Input n
Step 3:
                 Repeat through steps 3.a to 3.b while(i \le n)
   a) Call Entry(i)
   b) Set i = i + 1
Step 4:
                 EndWhile
Step 5:
                 Set ch = 1
Step 6:
                 Repeat through steps 6.a to 6.g while(ch != 4)
   a) Print "\n1. Details of student\n2. Average marks\n3. Highest marks\n4. Exit"
   b) Print "\nEnter your choice : "
   C) Input ch
   d) If (ch == 1)
       I. Print "\nEnter the roll no : "
       II. Input roll
       III. Call Display(roll)
   e) Else If(ch == 2)

    Call Average()

   f) Else If(ch == 3)
       I. Call Highest()
   q) Else
       I. Print "\nWrong choice!"
   [End of if structure]
   [End of while loop]
```

# **SOURCE CODE:**

```
#include <stdio.h>
struct Student{
        int roll;
        char name[20];
        int m1, m2;
};
struct Student stu[20];
int n, i;
void entry(int);
```

```
void average();
void highest();
void display(int);
int main(){
       int ch. r:
       printf("\nEnter number of students : ");
       scanf("%d", &n);
       for(i = 0; i < n; i++)
               entry(i); // Calling method entry
       do{
               printf("\n1. Details of student\n2. Average marks\n3. Highest marks\n4. Exit");
               printf("\nEnter your choice : ");
               scanf("%d", &ch);
               switch(ch){
                       case 1: // Find the details of a particular student
                               printf("\nEnter the roll no : ");
                               scanf("%d", &r);
                               display(r);
                              break;
                       case 2: // Displaying average marks
                               average();
                               break;
                       case 3: // Displaying highest marks in each subject
                              highest();
                              break;
                       case 4:
                               break;
                       default:
                               printf("\nWrong choice!");
                               return 1;
       } while(ch != 4);
       return 0;
}
// Definition of 'entry'
void entry(int i){
       printf("\nEnter the details of student %d : ", i+1);
       printf("\nEnter roll : ");
       scanf("%d", &stu[i].roll);
       printf("\nEnter name : ");
       scanf("%s", &stu[i].name);
       printf("\nEnter marks in subject 1 : ");
       scanf("%d", &stu[i].m1);
       printf("\nEnter marks in subject 2 : ");
       scanf("%d", &stu[i].m2);
}
```

```
// Definition of 'display'
void display(int r){
       for(i = 0; i < n; i++){
               if(stu[i].roll == r){
                       printf("\nDetails of student");
                       printf("\n\tRoll: %d\n\tName: %s", stu[i].roll, stu[i].name);
                       printf("\nMarks in ");
                       printf("\n\tSubject 1 : %d", stu[i].m1);
                       printf("\n\tSubject 2 : %d", stu[i].m2);
                       break;
               }
       if(i == n){
               printf("\nRecord does not exist for roll %d!", r);
        }
}
// Definition of method average
void average(){
       int t1 = 0, t2 = 0;
       float avg1, avg2;
       for(i = 0; i < n;)
               t1 += stu[i].m1; // Finding sum of all marks in sub1
               t2 += stu[i++].m2; // Finding sum of all marks in sub2
       avg1 = t1/n; avg2 = t2/n;
       printf("\nAverage marks in sub 1 : %0.2f", avg1);
       printf("\nAverage marks in sub 2 : %0.2f", avg2);
}
//Definition of method highest
void highest(){
       int max1 = 0, max2 = 0, c1, c2;
       for(i = 0; i < n; i++)
               if(stu[i].m1 > max1){
                       max1 = stu[i].m1;
                       c1 = i;
               if(stu[i].m2 > max2){
                       max2 = stu[i].m1;
                       c2 = i;
               }
       if(c1 == c2){
               printf("\nDetails of student");
               printf("\n\tRoll : %d\n\tName : %s", stu[c1].roll, stu[c1].name);
               printf("\nScored highest marks in both the subjects!");
        }
       else{
               printf("\nDetails of students who scored the highest marks");
```

```
printf("\n\tRoll : %d\n\tName : %s", stu[c1].roll, stu[c1].name);
printf("\nScored the highest marks in subject 1!");
printf("\n\tRoll : %d\n\tName : %s", stu[c2].roll, stu[c2].name);
printf("\nScored the highest marks in subject 2!");
}
```

# **INPUT AND OUTPUT:**

### SET 1:

Enter number of students : 2 Enter the details of student 1 :

Enter roll: 10
Enter name: AMIT

Enter marks in subject 1:98 Enter marks in subject 2:87 Enter the details of student 2:

Enter roll: 20 Enter name: JOHN

Enter marks in subject 1:97 Enter marks in subject 2:92

1. Details of student

- 2. Average marks
- 3. Highest marks

4. Exit

Enter your choice: 1
Enter the roll no: 10
Details of student

Roll : 10

Name: AMIT

Marks in

Subject 1:98 Subject 2:87

- 1. Details of student
- 2. Average marks
- 3. Highest marks
- 4. Exit

Enter your choice: 2

Average marks in sub 1 : 97.00 Average marks in sub 2 : 89.00

- 1. Details of student
- 2. Average marks
- 3. Highest marks
- 4. Exit

Enter your choice : 3 Details of student

Roll: 10

Name : AMIT

Scored highest marks in both the subjects!

- 1. Details of student
- 2. Average marks
- 3. Highest marks
- 4. Exit

Enter your choice: 5

Wrong choice!

## **DISCUSSION:**

- **a)** We have declared an array to store names of student of 20 memory locations. If the user provides a name more than 20 charecters then it will be problematic, conversly if the user provides a name with less charecters then there will be large memory wastage for each array.
- **b)** If we have used a linked list for storing the database of the students then it will be more convenient to work with this program as there will be no such memory wastage.