Programming in C

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# Structs

## Prerequisites

Please study the module about structs

## Structs

Write a program that declares an array of 10 student structures. A student structure looks like:

typedef struct

{

int StudentNumber;

int StudyCredits;

} STUDENT;

The program either reads those 10 students from the terminal or fills the array with fixed data. Please write a function that will compute and return the average number of study credits. Your main routine will write the result to screen.

Compile and run your program. What did you expect? Did it work like it should? What happens if the average number of study credits is a broken number?

(if required: improve your program so it works like you would expect)

typedef struct

{

int StudentNumber;

int StudyCredits;

} STUDENT;

Int average;

STUDENT s[9];

STUDENT\* p = s;

For (int i = 0; i < 10; i++){

P->StudyCredits = i;

P->StudentNumber = i + i;

P++;

}

For(int I = 0; I < 10; i++) {

Average = Average + P\*

P--;

}

Average / 10;

Printf(“Average of the Array: %d”, average);