```c
#include <stdio.h>

typedef struct {
    int kor;
    int eng;
    char name[50];
} Student;

// 성적 입력 함수
void inputScore(Student* student) {
    printf("이름을 입력하세요: ");
    scanf("%s", student->name);
    printf("국어 성적을 입력하세요: ");
    scanf("%d", &(student->kor));
    printf("영어 성적을 입력하세요: ");
    scanf("%d", &(student->eng));
}

// 성적 처리 함수
void processScore(const Student* student, int* total, float* average) {
    *total = student->kor + student->eng;
    *average = (float)(*total) / 2;
}

// 성적 출력 함수
void printScore(const Student* student, int total, float average) {
    printf("입력한 성적:\n");
    printf("이름: %s\n", student->name);
    printf("국어 성적: %d\n", student->kor);
    printf("영어 성적: %d\n", student->eng);
    printf("총점: %d\n", total);
    printf("평균: %.2f\n", average);
}


int main() {
    Student student;
    int total;
    float average;

    inputScore(&student);
    processScore(&student, &total, &average);
    printScore(&student, total, average);

    return 0;
}
```