

```

#include<stdio.h>

struct sturr
{
    int rool;
    char nm[50];
    int m[10];
    float percentage;
}a[10];

int main(){
    int i,g,j,s=0;
    printf("Enter the number of students: ");
    scanf("%d",&g);
    for (i = 0; i < g; i++)
    {
        printf("Enter the name:");
        scanf("%s",a[i].nm);
        printf("Enter the roll number:");
        scanf("%d",&a[i].rool);
        printf("Enter the marks of your subjects:");
        printf("\n(English, Maths, Science etc):");
        for (j= 0; j < 3; j++)
        {
            scanf("%d",&a[i].m[j]);
            s = s + a[i].m[j];
        }
        a[i].percentage = (float)s/3;
        s = 0;
    }

    for (i = 0; i < g; i++)
    {
        printf("\nName of student: %s",a[i].nm);
        printf("\nRoll no of student : %d",a[i].rool);
        for (j = 0; j < 3; j++)
        {
            printf("\nMarks of subject are: %d",a[i].m[j]);
        }
        printf("\nThe percentage is %.2f ",a[i].percentage);
    }
    return 0;
}

```