



## Teaching Aids: Models/Charts

1. **Subject:** Principles of programming using C
2. **Module:** 2
3. **Topic :** Visual execution of C programs
4. **Model/Chart:**

```

C (C17 + GNU extensions)
grow_mitators

#include <stdio.h>
struct student {
    char firstName[50];
    int roll;
    float marks;
} s[5];

int main() {
    int i;
    printf("Enter information of students:\n");

    // storing information
    for (i = 0; i < 5; ++i) {
        s[i].roll = i + 1;
        printf("\nFor roll number%d,\n", s[i].roll);
        printf("Enter first name: ");
        scanf("%s", s[i].firstName);
        printf("Enter marks: ");
        scanf("%f", &s[i].marks);
    }
    printf("Displaying Information:\n");
    Edit this code
  
```

line that just executed  
 → next line to execute

Print output (drag lower right corner to resize)

Enter information of students:

---

Global variables

array

struct student		array					
s	firstName	char	char	char	char	char	char
		'\0'	'\0'	'\0'	'\0'	'\0'	'\0'
	roll	int	0				
	marks	float	0				

main

C/C++ details: none [default view] ▼

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