

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    float average = 0;
```

```
    int summary = 0;
```

```
    int counter = 0;
```

```
    int NumberOfOutstanding = 0;
```

```
    int NumberOfSatisfactory = 0;
```

```
    int NumberOfUnsatisfactory = 0;
```

```
    int temporaryValue;
```

```
    int exit = 0;
```

```
while (exit == 0)
```

```
{
```

```
    printf("\nEnter the score or enter '-1' to quit: ");
```

```
    scanf("%d", &temporaryValue);
```

```
    if (temporaryValue > 100)
```

```
    {
```

```
        printf("You have entered wrong value.You should enter value from 0 to 100. ");
```

```
    }
```

```
    if (temporaryValue < -1)
```

```
    {
```

```
        printf("You have entered wrong value.You should enter value from 0 to 100. ");
```

```
    }
```

```
    else
```

```
    {
```

```
        if (temporaryValue == -1)
```

```
        {
```

```
            break;
```

```
        }
```

```

        if (temporaryValue >= 0 && temporaryValue < 60)
        {
            counter++;
            summary += temporaryValue;
            NumberOfUnsatisfactory++;
        }
        if (temporaryValue >= 60 && temporaryValue < 90)
        {
            counter++;
            summary += temporaryValue;
            NumberOfSatisfactory++;
        }
        if (temporaryValue >= 90 && temporaryValue <= 100)
        {
            counter++;
            summary += temporaryValue;
            NumberOfOutstanding++;
        }
    }
}

if (counter != 0)
{
    average = (int) summary / counter;
}
printf("\nAverage score : %4.2f", average);
printf("\nNumber of outstanding scores : %d", NumberOfOutstanding);
printf("\nNumber of satisfactory scores : %d", NumberOfSatisfactory);
printf("\nNumber of unsatisfactory scores : %d", NumberOfUnsatisfactory);

return 0;
}

```