```c
#include <stdio.h>


struct student
{
      int id;
      char name[50];
        int NumGrades;   // number of courses taken by the student
      int grades[10];
};

float CalculateAvg(struct student stdn)
{
      float totalGrade = 0;
      for(int i=0; i<stdn.NumGrades;i++)
          totalGrade += stdn.grades [i];

      return totalGrade / stdn.NumGrades;
}

int main(void)
{

      student stdList[100];

      for(int i=0; i<100;i++)
      {
            printf("Enter student name\n");
            scanf(stdList[i].name);

            printf("Enter student id");
            scanf("%d" , &stdList[i].id );

                printf("Enter the number of courses taken by %s:
",stdList[i].name);
                scanf("%d",&stdList[i].NumGrades);

            for(int j=0; j<10 && j < stdList[i].NumGrades;j++)// at most
10 grades are read
            {
                  puts("Enter student grade. Enter negative value to
exit");
                  scanf("%d" ,  &stdList[i].grades[j] );

                  if(stdList[i].grades[j] < 0 || stdList[i].grades[j]>100)
                  {
                        printf("You entered an invalid grade. Please re-
enter it\n");

                        j--;
                  }
            }

            float avg = CalculateAvg(stdList[i]);
            printf("Avg of %s is %lf" , stdList[i].name , avg);
```

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        }

        return (0);
}
```