Structure

A structure is a composite data type that defines a grouped list of variables that are to be placed under one name in a block of memory. It allows different variables to be accessed by using a single pointer to the structure.

**Syntax**

struct structure\_name

{

    data\_type member1;

    data\_type member2;

    .

    .

    data\_type memeber;

};

Advantages

* It can hold variables of different data types.
* We can create objects containing different types of attributes.
* It allows us to re-use the data layout across programs.
* It is used to implement other data structures like linked lists, stacks, queues, trees, graphs etc.

**Program**

#include<stdio.h>

#include<conio.h>

**void** main( )

{

struct employee

{

**int** id ;

**float** salary ;

**int** mobile ;

} ;

struct employee e1,e2,e3 ;

clrscr();

printf ("\nEnter ids, salary & mobile no. of 3 employee\n"

scanf ("%d %f %d", &e1.id, &e1.salary, &e1.mobile);

scanf ("%d%f %d", &e2.id, &e2.salary, &e2.mobile);

scanf ("%d %f %d", &e3.id, &e3.salary, &e3.mobile);

printf ("\n Entered Result ");

printf ("\n%d %f %d", e1.id, e1.salary, e1.mobile);

printf ("\n%d%f %d", e2.id, e2.salary, e2.mobile);

printf ("\n%d %f %d", e3.id, e3.salary, e3.mobile);

getch();

}