

2. Write a structure to store the roll no., name, age (between 11 to 14) and address of students (more than 10). Store the information of the students.

- print the names of all the students having age 14.**
- print the names of all the students having even roll no.**
- display the details of the student whose roll no is given (i.e. roll no. entered by the user).**

Using structure variable

```
#include <stdio.h>

#include <stdlib.h>

#include <string.h>

struct Student

{

    char* name;

    int roll_number;

    int age;

};

int main()

{

    int i = 0, n = 11;

    struct Student student[n];

    student[0].roll_number = 1;

    student[0].name = "Gopal";

    student[0].age = 12;

    student[1].roll_number = 2;

    student[1].name = "Abdul";

    student[1].age = 10;

    student[2].roll_number = 3;

    student[2].name = "Santosh";

    student[2].age = 11;
```

```
student[3].roll_number = 4;

student[3].name = "BuntyBhai";

student[3].age = 12;

student[4].roll_number = 5;

student[4].name = "Raja";

student[4].age = 11;

student[5].roll_number = 6;

student[5].name = "Raja";

student[5].age = 13;

student[6].roll_number = 7;

student[6].name = "Shalineer";

student[6].age = 14;

student[7].roll_number = 8;

student[7].name = "Anwesh";

student[7].age = 13;

student[8].roll_number = 9;

student[8].name = "Gunu";

student[8].age = 11;

student[9].roll_number = 10;

student[9].name = "Rashmi";

student[9].age = 13;

student[10].roll_number = 11;

student[10].name = "Sasmita";

student[10].age = 13;

printf("Student Records:\n");

for (i = 0; i < n; i++)

{
```

```

printf("\tName = %s\n", student[i].name);

printf("\tRoll Number = %d\n", student[i].roll_number);

printf("\tAge = %d\n", student[i].age);

printf("\n");
}

printf("The names of all the students having age 14");

printf("\n");

for (i = 0; i < n; i++)
{
    if(student[i].age==14)
    {
        printf("\tName = %s\n", student[i].name);

        printf("\tRoll Number = %d\n", student[i].roll_number);

        printf("\tAge = %d\n", student[i].age);

        printf("\n");
    }
}

printf("The names of all the students having even roll no");

printf("\n");

for (i = 0; i < n; i++)
{
    if(student[i].roll_number%2==0)
    {
        printf("\tName = %s\n", student[i].name);

        printf("\tRoll Number = %d\n", student[i].roll_number);

        printf("\tAge = %d\n", student[i].age);

        printf("\n");
    }
}

```

```
    }  
}  
  
return 0;  
}
```

Using typedef

```
#include <stdio.h>  
  
#include <stdlib.h>  
  
#include <string.h>  
  
typedef struct Student  
{  
    char* name;  
    int roll_number;  
    int age;  
};  
  
int main()  
{  
    int i = 0, n = 11;  
  
    struct Student student[n];  
  
    student[0].roll_number = 1;  
    student[0].name = "Gopal";  
    student[0].age = 12;  
  
    student[1].roll_number = 2;  
    student[1].name = "Abdul";  
    student[1].age = 10;  
  
    student[2].roll_number = 3;  
    student[2].name = "Santosh";  
    student[2].age = 11;
```

```
student[3].roll_number = 4;

student[3].name = "BuntyBhai";

student[3].age = 12;

student[4].roll_number = 5;

student[4].name = "Raja";

student[4].age = 11;

student[5].roll_number = 6;

student[5].name = "Raja";

student[5].age = 13;

student[6].roll_number = 7;

student[6].name = "Shalineer";

student[6].age = 14;

student[7].roll_number = 8;

student[7].name = "Anwesh";

student[7].age = 13;

student[8].roll_number = 9;

student[8].name = "Gunu";

student[8].age = 11;

student[9].roll_number = 10;

student[9].name = "Rashmi";

student[9].age = 13;

student[10].roll_number = 11;

student[10].name = "Sasmita";

student[10].age = 13;

printf("Student Records:\n");

for (i = 0; i < n; i++)

{
```

```

printf("\tName = %s\n", student[i].name);

printf("\tRoll Number = %d\n", student[i].roll_number);

printf("\tAge = %d\n", student[i].age);

printf("\n");
}

printf("The names of all the students having age 14");

printf("\n");

for (i = 0; i < n; i++)
{
    if(student[i].age==14)
    {
        printf("\tName = %s\n", student[i].name);

        printf("\tRoll Number = %d\n", student[i].roll_number);

        printf("\tAge = %d\n", student[i].age);

        printf("\n");
    }
}

printf("The names of all the students having even roll no");

printf("\n");

for (i = 0; i < n; i++)
{
    if(student[i].roll_number%2==0)
    {
        printf("\tName = %s\n", student[i].name);

        printf("\tRoll Number = %d\n", student[i].roll_number);

        printf("\tAge = %d\n", student[i].age);

        printf("\n");
    }
}

```

```
    }  
}  
return 0;  
}
```

Using array of structures

```
#include <stdio.h>  
  
#include <string.h>  
  
struct student  
{  
    int rno;  
    char name[30];  
    int age;  
};  
  
int main()  
{  
    int i;  
    struct student record[20];  
    record[0].rno=1;  
    strcpy(record[0].name, "Gopal");  
    record[0].age = 11;  
    record[1].rno=2;  
    strcpy(record[1].name, "Abdul");  
    record[1].age = 12;  
    record[2].rno=3;  
    strcpy(record[2].name, "Shalineer");  
    record[2].age = 13;  
    record[3].rno=4;  
    strcpy(record[3].name, "Raja");
```

```
record[3].age = 14;
record[4].rno=5;
strcpy(record[4].name, "Sabya");
record[4].age = 11;
record[5].rno=6;
strcpy(record[5].name, "Rashmi");
record[5].age = 12;
record[6].rno=7;
strcpy(record[6].name, "Sonali");
record[6].age = 13;
record[7].rno=8;
strcpy(record[7].name, "Sasmita");
record[7].age = 14;
record[8].rno=9;
strcpy(record[8].name, "Biswa");
record[8].age = 12;
record[9].rno=10;
strcpy(record[9].name, "Bunty");
record[9].age = 11;
record[10].rno=11;
strcpy(record[10].name, "Santosh");
record[10].age = 13;
printf("Record of student who have roll number 14");
for(i=0; i<11; i++)
{
    if(record[i].age==14)
    {
        printf("  \nRecords of STUDENT : %d \n", i+1);
```



```

        printf(" Roll no is: %d \n", record[i].rno);
        printf(" Name is: %s \n", record[i].name);
        printf(" Age is: %d\n\n",record[i].age);
    }
}

printf("Record of studentwho have even roll no");

for(i=0; i<11; i++)
{
    if(record[i].rno%2==0)
    {
        printf("  \nRecords of STUDENT : %d \n", i+1);
        printf(" Roll no is: %d \n", record[i].rno);
        printf(" Name is: %s \n", record[i].name);
        printf(" Age is: %d\n\n",record[i].age);
    }
}

return 0;
}

```

Using nested structure

```
#include <stdio.h>

#include <stdlib.h>

#include <string.h>

struct Student
{
    char* name;

    int roll_number;

    int age;
};

int main()
{
    int i = 0, n = 11;

    struct Student student[n];

    student[0].roll_number = 1;
    student[0].name = "Gopal";
    student[0].age = 12;

    student[1].roll_number = 2;
    student[1].name = "Abdul";
    student[1].age = 10;

    student[2].roll_number = 3;
    student[2].name = "Santosh";
    student[2].age = 11;

    student[3].roll_number = 4;
    student[3].name = "BuntyBhai";
    student[3].age = 12;

    student[4].roll_number = 5;
    student[4].name = "Raja";
```

```
student[4].age = 11;
student[5].roll_number = 6;
student[5].name = "Raja";
student[5].age = 13;
student[6].roll_number = 7;
student[6].name = "Shalineer";
student[6].age = 14;
student[7].roll_number = 8;
student[7].name = "Anwesh";
student[7].age = 13;
student[8].roll_number = 9;
student[8].name = "Gunu";
student[8].age = 11;
student[9].roll_number = 10;
student[9].name = "Rashmi";
student[9].age = 13;
student[10].roll_number = 11;
student[10].name = "Sasmita";
student[10].age = 13;
printf("Student Records:\n");
for (i = 0; i < n; i++)
{
    printf("\tName = %s\n", student[i].name);
    printf("\tRoll Number = %d\n", student[i].roll_number);
    printf("\tAge = %d\n", student[i].age);
    printf("\n");
}
printf("The names of all the students having age 14");
```

```
printf("\n");  
for (i = 0; i < n; i++)  
{  
    if(student[i].age==14)  
    {  
        printf("\tName = %s\n", student[i].name);  
        printf("\tRoll Number = %d\n", student[i].roll_number);  
        printf("\tAge = %d\n", student[i].age);  
        printf("\n");  
    }  
}  
printf("The names of all the students having even roll no");  
printf("\n");  
for (i = 0; i < n; i++)  
{  
    if(student[i].roll_number%2==0)  
    {  
        printf("\tName = %s\n", student[i].name);  
        printf("\tRoll Number = %d\n", student[i].roll_number);  
        printf("\tAge = %d\n", student[i].age);  
        printf("\n");  
    }  
}  
return 0;  
}
```

Passing structure to function

```
#include <stdio.h>

#include <string.h>

struct student
{
    int rno;
    char name[20];
    int age;
};

void func(struct student record);

int main()
{
    struct student record;
    int i;
    for(i=0;i<=10;i++)
    {
        record.rno=1;
        strcpy(record.name, "Gopal");
        record.age = 14;
        record.rno=2;
        strcpy(record.name, "Abdul");
        record.age = 13;
        record.rno=3;
        strcpy(record.name, "Raja");
        record.age = 12;
        record.rno=4;
        strcpy(record.name, "Shalineer");
    }
}
```

```

    record.age = 11;
    record.rno=5;
    strcpy(record.name, "Rashmi");
    record.age = 12;
    record.rno=6;
    strcpy(record.name, "Sasmita");
    record.age = 13;
    record.rno=7;
    strcpy(record.name, "Biswa");
    record.age = 14;
    record.rno=8;
    strcpy(record.name, "Santosh");
    record.age = 14;
    record.rno=9;
    strcpy(record.name, "Sonali");
    record.age = 11;
    record.rno=10;
    strcpy(record.name, "Bunty");
    record.age = 12;
    func(record);
}

return 0;
}

```

```

void func(struct student record)
{
    int i=0;

    printf(" Id is: %d \n", record.rno);
}

```

```
    printf(" Name is: %s \n", record.name);  
    printf(" Percentage is: %d \n", record.age);  
}
```

Using union variable

```
#include<stdio.h>  
  
#include<stdlib.h>  
  
#include<string.h>  
  
struct student  
{  
    union  
    {  
        char name[10];  
        int roll_number;  
        int age;  
    };  
};  
  
int main()  
{  
    int i = 0, n = 11;  
    struct Student student[n];  
    student[0].roll_number = 1;  
    student[0].name = "Gopal";  
    student[0].age = 12;  
    student[1].roll_number = 2;  
    student[1].name = "Abdul";  
    student[1].age = 10;
```

```
student[2].roll_number = 3;
student[2].name = "Santosh";
student[2].age = 11;
student[3].roll_number = 4;
student[3].name = "BuntyBhai";
student[3].age = 12;
student[4].roll_number = 5;
student[4].name = "Raja";
student[4].age = 11;
student[5].roll_number = 6;
student[5].name = "Raja";
student[5].age = 13;
student[6].roll_number = 7;
student[6].name = "Shaline";
student[6].age = 14;
student[7].roll_number = 8;
student[7].name = "Anwesh";
student[7].age = 13;
student[8].roll_number = 9;
student[8].name = "Gunu";
student[8].age = 11;
student[9].roll_number = 10;
student[9].name = "Rashmi";
student[9].age = 13;
student[10].roll_number = 11;
student[10].name = "Sasmita";
```



```
student[10].age = 13;

printf("Student Records:\n");

for (i = 0; i < n; i++)
{
    printf("\tName = %s\n", student[i].name);
    printf("\tRoll Number = %d\n", student[i].roll_number);
    printf("\tAge = %d\n", student[i].age);
    printf("\n");
}

printf("The names of all the students having age 14");
printf("\n");

for (i = 0; i < n; i++)
{
    if(student[i].age==14)
    {
        printf("\tName = %s\n", student[i].name);
        printf("\tRoll Number = %d\n", student[i].roll_number);
        printf("\tAge = %d\n", student[i].age);
        printf("\n");
    }
}

printf("The names of all the students having even roll no");
printf("\n");

for (i = 0; i < n; i++)
{
    if(student[i].roll_number%2==0)
```

```
{  
    printf("\tName = %s\n", student[i].name);  
    printf("\tRoll Number = %d\n", student[i].roll_number);  
    printf("\tAge = %d\n", student[i].age);  
    printf("\n");  
}  
}  
return 0;  
}
```