DATA STRUCTURE LAB

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Create structure for student having:

1: Three attributes of students

2: Create three student entries

```c
#include <stdio.h>

struct student
{
    int sr_n;
    char name[50];
    int roll_no;
}s[3];

int main()
{
    printf("Enter records of students\n");
    for(int i=0;i<3;i++){
        printf("\nEnter sr_n : ");
        scanf("%d",&s[i].sr_n);
        printf("\nEnter name : ");
        scanf("%s",s[i].name);
        printf("\nEnter the roll_no : ");
        scanf("%d",&s[i].roll_no);
    }
    printf("*****************\n");
```

```
    for(int i=0;i<3;i++){

        printf("\nEnter sr_n = %d",s[i].sr_n);

        printf("\nEnter name : %s",s[i].name);

        printf("\nEnter the roll_no = %d",s[i].roll_no);

    }

    return 0;

}
```

```c
#include <stdio.h>
struct student
{
    int sr_n;
    char name[50];
    int roll_no;
}s[3];
int main()
{
    printf("Enter records of students\n");
    for(int i=0;i<3;i++){
        printf("\nEnter sr_n : ");
        scanf("%d",&s[i].sr_n);
        printf("\nEnter name : ");
        scanf("%s",s[i].name);
        printf("\nEnter the roll_no : ");
        scanf("%d",&s[i].roll_no);
    }
    printf("*****************\n");
    for(int i=0;i<3;i++){
        printf("\nEnter sr_n = %d",s[i].sr_n);
        printf("\nEnter name : %s",s[i].name);
        printf("\nEnter the roll_no = %d",s[i].roll_no);
    }
    return 0;
}
```

OUTPUT

```
Enter records of students

Enter sr_n : 1

Enter name : Abhishek

Enter the roll_no : 07

Enter sr_n : 2

Enter name : Nitin

Enter the roll_no : 45

Enter sr_n : 3

Enter name : Akash

Enter the roll_no : 16
*****************

Enter sr_n = 1
Enter name : Abhishek
Enter the roll_no = 7
Enter sr_n = 2
Enter name : Nitin
Enter the roll_no = 45
Enter sr_n = 3
Enter name : Akash
Enter the roll_no = 16

...Program finished with exit code 0
Press ENTER to exit console.
```