

Pointer to a Structure

Syntax - 1

- When variable is already **existing** , the we can use pointer to structure like

Struct Rectangle

```
{  
    int length;  
    int breath;  
}
```

Int main()

```
{
```

```
Struct Rectangle r = { 10, 5 };
```

```
Struct Rectangle *p = &r;
```

```
r.length = 15 ;
```

```
P-> length = 20 ;
```

Or

```
(*p).length = 20 ;
```

Syntax - 2

- ***Dynamically*** object created in heap and pointer pointing there

Struct Rectangle

```
{  
    int length;  
    int breath;
```

```
};
```

Int main()

```
{
```

```
Struct Rectangle *p;
```

```
(Struct rectangle * ) malloc (sizeof (struct rectangle));
```

```
P -> length = 10 ;
```

```
P -> breath = 5;
```

```
}
```