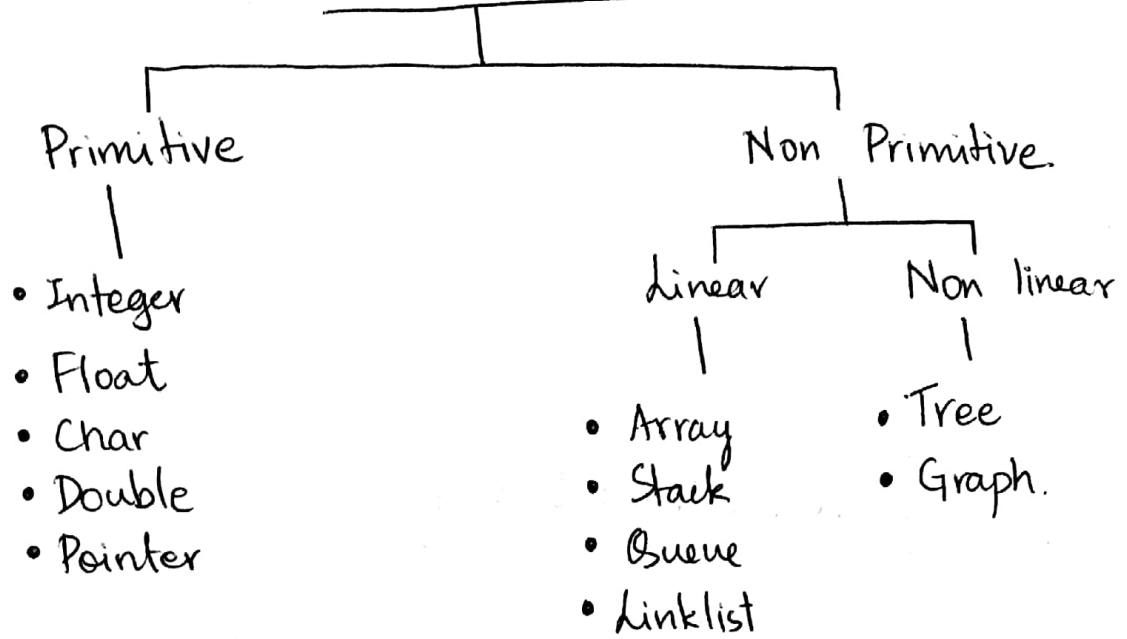


Data structures



Recursion vs Iteration *** (less code, slower, / more code, fast)
Classification of data structures ***

Structure is a derived or constructed datatype which holds either similar or dissimilar data items.

The syntax of defining a structure is as follows

```
struct tagname
{
    datatype1 m1;
    datatype2 m2;           /*members*/
    :
    datatype n mn;
};
```

Write a program to read and print a student info - name, sem, dept. using structure.

```
#include <stdio.h>
```

```
struct student
{
    char name name[30];
    int sem;
    char dept[15];
};
```

```
main()
{
    struct student s;
    printf("Read name:\n");
    scanf("%s", s.name);
```

```

printf("Read sem:\n");
scanf("%d", &s.sem);
printf("Read dept:\n");
scanf("%s", s.dept);
printf("%s \n %d \n %s", s.name, s.sem, s.dept);

return 0;
}

```

WAP to read n student's info then print.

```
#include <stdio.h>
```

```

struct student
{
    char name[30];
    int sem;
    char dept[15];
};

```

```

int main()
{
    int n, i;
    struct student s[20];
    printf("Enter no. of students:\n");
    scanf("%d", &n);

    for (i=0; i<n; i++)
    {
        pf ....
        sf .... s[i]. ...
    }

    for (i=0; i<n; i++)
    {
        pf
    }
}

```

WAP to read student info and to display it using a pointer

```
struct student
{
    char name[30];
    int sem;
    char dept[15];
};

int main()
{
    struct student s = {"Pari", 3, "CSE"};
    struct student *ptr;
    ptr = &s;
    pf("Name %s\n sem %d\n Dept %s\n", ptr->name,
        ptr->sem, ptr->dept);
    return 0;
}
```

WAP n students using pointers.

```
struct student
{
    // ...
};

int main()
{
    int n, i;
    struct student s[20];
    struct student *ptr; ptr = &s;
    ~ read 'n';
    for (i=0; i<n; i++)
    {
        scanf("%s", s[i].name);
        ~
    }
}
```

```

for (ptr = &s ; ptr < &s[n] ; ptr++)
{
    print....
}

```

WAP to display the content of array in reverse using ptr

```

int s5[20] = { 1, 2, 3, 4, 5 };

```

```

int *ptr ;

```

```

ptr = &s[4]

```

```

for ( ptr = &s[4] ; ptr > &s[0] ; ptr-- )

```

```

{
    printf(" %d\n", *ptr);
}

```

```

{
    printf(" %d\n", *(ptr--)*ptr);
}

```