Structure

//SPDX-License-Identifier: GPL-3.0

pragma solidity >=0.5.0 < 0.9.0;

struct Student{

    uint roll;

    string name;

}

contract Demo

{

    Student public s1;

    constructor(uint \_roll,string memory \_name)

    {

        s1.roll=\_roll;

        s1.name=\_name;

    }

    function change(uint \_roll,string memory \_name) public

    {

        Student memory new\_stud=Student({

            roll:\_roll,

            name:\_name

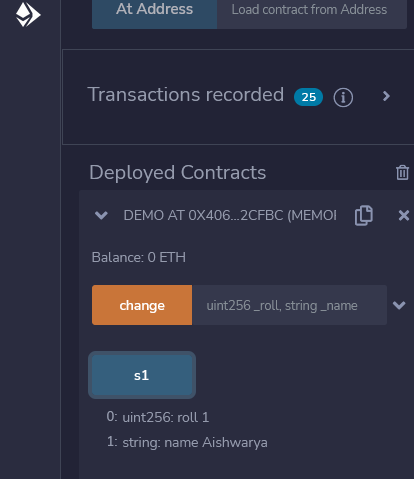
        });

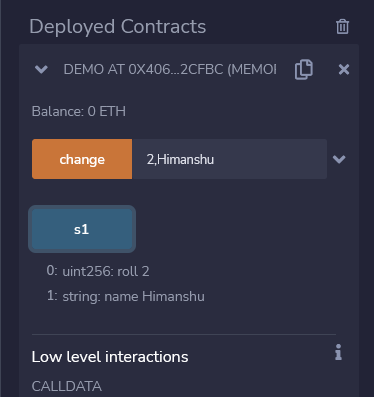
          s1=new\_stud;

    }

}

**Output**

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