

```

#include<stdio.h>

int main()
{
    FILE *fp = NULL;

    struct student
    {
        char szName[40];
        int iRollNo;
        float fPerc;
    };

    struct student s;

    fp = fopen("student_structure_from_file_to_screen.txt", "r");

    if(NULL == fp)
    {
        printf("\nCant Open File\n");
        return -1;
    }

    while(fscanf(fp, "%s %d %f", s.szName, &s.iRollNo, &s.fPerc) != EOF)
    //while(fread(&s, sizeof(s), 1, fp) == 1) when structure changes
        printf("%s %d %f\n", s.szName, s.iRollNo, s.fPerc);

    fclose(fp);
    fp = NULL;

    return 0;
}

```