

```
/*Defining a structure - struct key word, struct name, struct members*/

struct student_info
{
    char name[81];
    int roll;
    float marks1;
    float marks2;
    float total;
}student1,student2,student3;/*declaration within definition */

/*Declaring a structure. struct key word, struct name, identifier name*/

struct student_info student4;
```

1.)Define a struct to store the following info of a circle - radius, diameter, area, perimeter
Write a program that accepts the user given radius and prints radius, diameter, area and perimeter of the circle.

```
-----
struct circle_info
{
    float diameter;
    float radius;
    float area;
    float perimeter;

}c1,c2,c3;

#define PI 3.14

main()
{
    printf("Enter the radius of the circle\n");
    scanf("%f",&c1.radius);

    c1.diameter = c1.radius*2;
    c1.area = PI*c1.radius*c1.radius;
    c1.perimeter = PI*c1.radius*2;
    printf("The radius of the circle is %f",c1.radius);
    printf("The diameter of the circle is %f",c1.diameter);
    printf("The perimeter of the circle is %f",c1.perimeter);
    printf("The area of the circle is %f",c1.area);
    getch();
}
```

2.)Define a struct that stores the following information about a date - date, month, year.
Accept today's date from the user and print it to the screen.

Processing a structure:

1.) assigning values to the struct members
c1.radius = 10.0;

c1.diameter = c1.radius *2;
(addition, subtraction, multiplication, division, modulus, etc of same data type members).

```
2.) Reading from the user
printf("Enter the radius of the circle\n");
scanf("%f",&c1.radius);
```