```
1 #include <stdio.h>
 2
 3 struct MyData
 4 {
 5
        int i;
 6
       float f;
 7
       double d;
       char c;
 8
 9 };
10
11 int main(void)
12 {
       //variable declarations
13
14
       struct MyData data;
15
16
       //code
       //Assigning Data Values To The Data Members Of 'struct MyData'
17
18
       data.i = 30;
       data.f = 11.45f;
19
20
       data.d = 1.2995;
21
       data.c = 'A';
22
23
       //Displaying Values Of The Data Members Of 'struct MyData'
24
       printf("\n\n");
25
       printf("DATA MEMBERS OF 'struct MyData' ARE : \n\n");
26
       printf("i = %d\n", data.i);
27
       printf("f = %f\n", data.f);
28
       printf("d = %lf\n", data.d);
29
       printf("c = %c\n\n", data.c);
30
31
       printf("\n\n");
32
       printf("ADDRESSES OF DATA MEMBERS OF 'struct MyData' ARE : \n\n");
       printf("'i' Occupies Addresses From %p\n", &data.i);
33
       printf("'f' Occupies Addresses From %p\n", &data.f);
34
35
       printf("'d' Occupies Addresses From %p\n", &data.d);
36
       printf("'c' Occupies Address %p\n\n", &data.c);
37
       printf("Starting Address Of 'struct MyData' variable 'data' = %p\n\n", &data);
38
39
40
       return(0);
41 }
42
43
```