

# Structure.

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**\*\*Structures (also called structs) are a way to group several related variables into one place, there can be more than one type of data types stored in it. \*\***

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

struct Student{
    char name[50];
    char major[50];
    int age;
    double gpa;
};

int main(){

    struct Student student1;
    student1.age = 22;
    student1.gpa = 3.2;
    strcpy( student1.name, "Jim");
    strcpy( student1.major, "Business");

    struct Student student2;
    student2.age = 20;
    student2.gpa = 2.5;
    strcpy( student1.name, "Pam");
    strcpy( student1.major, "Art");

    printf("%f \n", student1.gpa);
    printf("%f", student2.gpa);

    return 0;
}
```

\*3.200000

2.500000

Process returned 0 (0x0) execution time : 0.043 s

Press any key to continue.

\*

As we can see, there are variety of data types that's written inside a `struct`.

After writting all the variables.

Inside, the program of `int main() {}`, we can declare a name for the `struct Student`. Then we can choose each variable inside the `struct`, by writting a period, `.`, after the declared name for the `struct`.

This can be useful for using the same variables over and over for different values.