**Write a function which accepts structure as argument and returns structure to the calling program.**

**#include<stdio.h>**

**#include<conio.h>**

**#include<string.h>**

**struct stdinf**

**{**

**char name[20];**

**int roll;**

**};**

**struct stdinf change (struct stdinf);**

**int main()**

**{**

**struct stdinf s;**

**strcpy(s.name,"ram");**

**s.roll=10;**

**printf("Before changing:\n");**

**printf("name= %s",s.name);**

**printf("\nroll = %d",s.roll);**

**s=change (s);**

**printf("\n\n\nAfter changing:\n");**

**printf("name= %s",s.name);**

**printf("\nroll = %d",s.roll);**

**getch();**

**return 0;**

**}**

**struct stdinf change (struct stdinf t)**

**{**

**strcpy(t.name,"hari");**

**t.roll = 67;**

**return t;**

**};**