Structure And There Attribute

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Topic:Structure.

Assignment Date:18/04/23

<……..>

1.Cement.

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

struct Cement
{
char quality[100];
char colour[100];
char company[100];
float price;

};
void main()
{

        struct Cement s1,s2;
        strcpy(s1.quality,"Good");
        strcpy(s1.colour,"Grey");
        strcpy(s1.company,"Ambuja");
        s1.price=650;

        printf(".....Cement.....\n");
```

```
        puts("\n.....For S1.....");
        printf("\nQuality of Cement is %s",s1.quality);
        printf("\nColour of Cement is %s",s1.colour);
        printf("\nCompany of Cement is %s",s1.company);
        printf("\nPrice of Cement is %.2f per/kg\n",s1.price);

        puts("\n.....For S2.....");

        puts("\nEnter Quality of Cement Good Or Bad:");
        scanf("%s",&s2.quality);
        puts("Enter Colour of Cement:");
        scanf("%s",&s2.colour);
        puts("Enter Company Name of Cement:");
        scanf("%s",&s2.company);
        puts("Enter Price  of Cement:");
        scanf("%f",&s2.price);

        printf("\nQuality of Cement is %s",s2.quality);
        printf("\nColour of Cement is %s",s2.colour);
        printf("\nCompany Name of Cement is %s",s2.company);
        printf("\nPrice of Cement is %.2f per/kg",s2.price);

}
```

<……..>

2.Steel.

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

struct Steel
```

```
{
char quality[100];
char colour[100];
char company[100];
float price;

};
void main()
{

        struct Steel s1,s2;
        strcpy(s1.quality,"Good");
        strcpy(s1.colour,"Brown");
        strcpy(s1.company,"Jalandar Steel");
        s1.price=1150;

        printf("..........Steel.............\n");

        puts("\n..........For S1..........");
        printf("\nQuality of Steel is %s",s1.quality);
        printf("\nColour of Steel is %s",s1.colour);
        printf("\nCompany of Steel is %s",s1.company);
        printf("\nPrice of Steel is %.2f per/kg\n",s1.price);

        puts("\n..........For S2..........");

        puts("\nEnter Quality of Steel Good Or Bad:");
        scanf("%s",&s2.quality);
        puts("Enter Colour of Steel Brown or Grey:");
        scanf("%s",&s2.colour);
        puts("Enter Company Name of Steel:");
```

```
        scanf("%s",&s2.company);
        puts("Enter Price  of Steel:");
        scanf("%f",&s2.price);

        printf("\nQuality of Steel is %s.",s2.quality);
        printf("\nColour of Steel is %s.",s2.colour);
        printf("\nCompany Name of Steel is %s.",s2.company);
        printf("\nPrice of Steel is %.2f per/kg.",s2.price);

}
```

<……..>

3.Bluetooth Device.

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

struct Bluetooth_Device
{
char quality[100];
char colour[100];
char company[100];
float price;

};
void main()
{

        struct Bluetooth_Device s1,s2;
        strcpy(s1.quality,"Good");
        strcpy(s1.colour,"Black");
        strcpy(s1.company,"Boat");
```

```
        s1.price=1299;

        printf(".....Bluetooth Device.....\n");

        puts("\n.....For S1.....");
        printf("\nQuality of Bluetooth Device is %s.",s1.quality);
        printf("\nColour of Bluetooth Device is %s.",s1.colour);
        printf("\nCompany of Bluetooth Device is %s.",s1.company);
        printf("\nPrice of Bluetooth Device is %.2f only/-\n",s1.price);

        puts("\n.....For S2.....");

        puts("\nEnter Quality of Bluetooth Device Good Or Bad:");
        scanf("%s",&s2.quality);
        puts("Enter Colour of Bluetooth Device:");
        scanf("%s",&s2.colour);
        puts("Enter Company Name of Bluetooth Device:");
        scanf("%s",&s2.company);
        puts("Enter Price  of Bluetooth Device:");
        scanf("%f",&s2.price);

        printf("\nQuality of Bluetooth Deviceis %s.",s2.quality);
        printf("\nColour of Bluetooth Device is %s.",s2.colour);
        printf("\nCompany Name of Bluetooth Device is %s.",s2.company);
        printf("\nPrice of Bluetooth Device is %.2f Only/-.",s2.price);

}
```

<……..>

4.Eyeglass.

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

```
#include<string.h>

struct Eyeglass
{
char quality[100];
char colour[100];
char company[100];
float price;

};
void main()
{

        struct Eyeglass s1,s2;
        strcpy(s1.quality,"Excellent");
        strcpy(s1.colour,"Black");
        strcpy(s1.company,"Lenskart");
        s1.price=1299;

        printf(".....Eyeglass.....\n");

        puts("\n.....For S1.....");
        printf("\nQuality of Eyeglass is %s.",s1.quality);
        printf("\nColour of Eyeglass is %s.",s1.colour);
        printf("\nCompany of Eyeglass is %s.",s1.company);
        printf("\nPrice of Eyeglass is %.2f only/-\n",s1.price);

        puts("\n.....For S2.....");

        puts("\nEnter Quality of Eyeglass Good Or Bad:");
        scanf("%s",&s2.quality);
```

```
        puts("Enter Colour of Eyeglass:");
        scanf("%s",&s2.colour);
        puts("Enter Company Name of Eyeglass:");
        scanf("%s",&s2.company);
        puts("Enter Price  of Eyeglass:");
        scanf("%f",&s2.price);

        printf("\nQuality of Eyeglass is %s.",s2.quality);
        printf("\nColour of Eyeglass is %s.",s2.colour);
        printf("\nCompany Name of Eyeglass is %s.",s2.company);
        printf("\nPrice of Eyeglass is %.2f Only/-.",s2.price);

}
```

<……..>

5.Chair.

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

struct Chair
{
char quality[100];
char colour[100];
char company[100];
float price;

};
void main()
{

        struct Chair s1,s2;
```

```
        strcpy(s1.quality,"Good");
        strcpy(s1.colour,"Grey");
        strcpy(s1.company,"Woodleen");
        s1.price=599;

        printf(".....Chair.....\n");

        puts("\n.....For S1.....");
        printf("\nQuality of Chair is %s",s1.quality);
        printf("\nColour of Chair is %s",s1.colour);
        printf("\nCompany of Chair is %s",s1.company);
        printf("\nPrice of Chair is %.2f Only/-\n",s1.price);

        puts("\n.....For S2.....");

        puts("\nEnter Quality of Chair Good Or Bad:");
        scanf("%s",&s2.quality);
        puts("Enter Colour of Chair:");
        scanf("%s",&s2.colour);
        puts("Enter Company Name of Chair:");
        scanf("%s",&s2.company);
        puts("Enter Price  of Chair:");
        scanf("%f",&s2.price);

        printf("\nQuality of Chair is %s",s2.quality);
        printf("\nColour of Chair is %s",s2.colour);
        printf("\nCompany Name of Chair is %s",s2.company);
        printf("\nPrice of Chair is %.2f Only/-",s2.price);

}
<.....>
```

6.Door.

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

struct Door
{
char quality[100];
char colour[100];
char company[100];
float price;

};
void main()
{

        struct Door s1,s2;
        strcpy(s1.quality,"Good");
        strcpy(s1.colour,"Red");
        strcpy(s1.company,"Woodleen");
        s1.price=1499;

        printf(".....Door.....\n");

        puts("\n.....For S1.....");
        printf("\nQuality of Door is %s",s1.quality);
        printf("\nColour of Door is %s",s1.colour);
        printf("\nCompany of Door is %s",s1.company);
        printf("\nPrice of Door is %.2f Only/-\n",s1.price);

        puts("\n.....For S2.....");
```

```
        puts("\nEnter Quality of Door Good Or Bad:");
        scanf("%s",&s2.quality);
        puts("Enter Colour of Door:");
        scanf("%s",&s2.colour);
        puts("Enter Company Name of Door:");
        scanf("%s",&s2.company);
        puts("Enter Price  of Door:");
        scanf("%f",&s2.price);

        printf("\nQuality of Door is %s",s2.quality);
        printf("\nColour of Door is %s",s2.colour);
        printf("\nCompany Name of Door is %s",s2.company);
        printf("\nPrice of Door is %.2f Only/-",s2.price);

}
```

<……..>

7.Cup.

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

struct Cup
{
char quality[100];
char colour[100];
char company[100];
float price;

};
void main()
```

```
{

        struct Cup s1,s2;
        strcpy(s1.quality,"Good");
        strcpy(s1.colour,"White");
        strcpy(s1.company,"Decor");
        s1.price=399;

        printf(".....Cup.....\n");

        puts("\n.....For S1.....");
        printf("\nQuality of Cup is %s.",s1.quality);
        printf("\nColour of Cup is %s.",s1.colour);
        printf("\nCompany of Cup is %s.",s1.company);
        printf("\nPrice of Cup is %.2f 4cup/box.\n",s1.price);

        puts("\n.....For S2.....");

        puts("\nEnter Quality of Cup Good Or Bad:");
        scanf("%s",&s2.quality);
        puts("Enter Colour of Cup:");
        scanf("%s",&s2.colour);
        puts("Enter Company Name of Cup:");
        scanf("%s",&s2.company);
        puts("Enter Price  of Cup:");
        scanf("%f",&s2.price);

        printf("\nQuality of Cup is %s.",s2.quality);
        printf("\nColour of Cup is %s.",s2.colour);
        printf("\nCompany Name of Cup is %s.",s2.company);
        printf("\nPrice of Cup is %.2f 4cup/box.",s2.price);
```

```
}
```

<……..>

8.Shoes.

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

struct Shoes
{
char quality[100];
char colour[100];
char company[100];
float price;

};
void main()
{

        struct Shoes s1,s2;
        strcpy(s1.quality,"Good");
        strcpy(s1.colour,"white");
        strcpy(s1.company,"Nike");
        s1.price=2999;

        printf(".....Shoes.....\n");

        puts("\n.....For S1.....");
        printf("\nQuality of Shoes is %s.",s1.quality);
        printf("\nColour of Shoes is %s.",s1.colour);
        printf("\nCompany Name of Shoes is %s.",s1.company);
```

```
        printf("\nPrice of Shoes is %.2f only/-\n",s1.price);


        puts("\n.....For S2.....");

        puts("\nEnter Quality of Shoes Good Or Bad:");
        scanf("%s",&s2.quality);
        puts("Enter Colour of Shoes:");
        scanf("%s",&s2.colour);
        puts("Enter Company Name of Shoes:");
        scanf("%s",&s2.company);
        puts("Enter Price  of Shoes:");
        scanf("%f",&s2.price);

        printf("\nQuality of Shoes is %s.",s2.quality);
        printf("\nColour of Shoes is %s.",s2.colour);
        printf("\nCompany Name of Shoes is %s.",s2.company);
        printf("\nPrice of Shoes is %.2f Only/-.",s2.price);

}
```

<……..>

9.Watch.

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

struct Watch
{
char quality[100];
char colour[100];
char company[100];
float price;
```

```
};
void main()
{

        struct Watch s1,s2;
        strcpy(s1.quality,"Good");
        strcpy(s1.colour,"Gold");
        strcpy(s1.company,"Titan");
        s1.price=2499;

        printf(".....Watch.....\n");

        puts("\n.....For S1.....");
        printf("\nQuality of Watch is %s.",s1.quality);
        printf("\nColour of Watch  is %s.",s1.colour);
        printf("\nCompany of Watch  is %s.",s1.company);
        printf("\nPrice of Watch is %.2f only/-\n",s1.price);

        puts("\n.....For S2.....");

        puts("\nEnter Quality of Watch Good Or Bad:");
        scanf("%s",&s2.quality);
        puts("Enter Colour of Watch:");
        scanf("%s",&s2.colour);
        puts("Enter Company Name of Watch:");
        scanf("%s",&s2.company);
        puts("Enter Price  of Watch:");
        scanf("%f",&s2.price);

        printf("\nQuality of Watch is %s.",s2.quality);
```

```
        printf("\nColour of Watch is %s.",s2.colour);
        printf("\nCompany Name of Watch is %s.",s2.company);
        printf("\nPrice of Watch is %.2f Only/-.",s2.price);

}
```

<……..>

10.Table.

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

struct table
{
char quality[100];
char colour[100];
char company[100];
float price;

};
void main()
{

        struct table s1,s2;
        strcpy(s1.quality,"Good");
        strcpy(s1.colour,"Brown");
        strcpy(s1.company,"Flexible Furniture");
        s1.price=999;

        printf(".....Table.....\n");
```

```
        puts("\n.....For S1.....");
        printf("\nQuality of Table is %s",s1.quality);
        printf("\nColour of Table is %s",s1.colour);
        printf("\nCompany of Table is %s",s1.company);
        printf("\nPrice of Table is %.2f Only/-\n",s1.price);

        puts("\n.....For S2.....");

        puts("\nEnter Quality of Table Good Or Bad:");
        scanf("%s",&s2.quality);
        puts("Enter Colour of Table:");
        scanf("%s",&s2.colour);
        puts("Enter Company Name of Table:");
        scanf("%s",&s2.company);
        puts("Enter Price  of Table:");
        scanf("%f",&s2.price);

        printf("\nQuality of Table is %s",s2.quality);
        printf("\nColour of Table is %s",s2.colour);
        printf("\nCompany Name of Table is %s",s2.company);
        printf("\nPrice of Table is %.2f Only/-",s2.price);

}
```