Structures

struct <Strcture\_Name>

{

Datatype1 <VariableName1>;

Datatype2 <VariableName2>;

Datatype3 <VariableName3>;

.

.

.

DatatypeN <VariableNameN>;

};

struct student

{

int RollNo;

char Name[80];

char City[20];

float Per;

};

struct <Structure\_Name> <Object\_Name>;

struct student std1;