**Chapter 4: STRUCTURES & UNIONS**

**Topic – 1: Structures**

**General Information**

* Structures end with a **semicolon**.
* Structure is also known as **composite/aggregate** data type.
* **Composite data type:** A data type which can contain collection of multiple elements.

**Ways To Define**

***struct student s1 = {"Gourav", 20};***

***struct student s2 = {.age=21, .name="Atharv"};***

**Structure Value Transfer**

***struct student s3 = s2;***

**Pointer To Structure**

***ptr = &student // Student is variable name of struct***

***ptr2 = (\*student).age; // Same as "x = student -> age;"***

**Array Of Structures**

***struct cuboid measure[3] = {{1,2,3},{4,5,6},{7,8,9}};***

**Topic – 2: Unions**

**General Information**

* Its memory location is occupied by only **one member** at a time.
* Union too uses **arrow** (**->**) to refer to its dynamically allocated members.

**Defining Union Inside Structure**

***union {int id; char name[20];} employee;***