Structures

→ Collection of variables of different data types under a single name.

struct Person { ————→ 9 bytes

        char   name [50]; ————→ 50 byte
        int   age;   ————→ 4 byte
        float   salary;
                        ————→ 4 byte

}

struct definition is a blueprint for creating variables.

        Person Ajay;

        Ajay. age = 50

Pointers to structure

A pointer variable can be created for user - defined types like structure.

Enumeration

An enumeration is a user- defined data type that consists of integral constants.

        enum   season { spring , summer, winter }
                                    ↓   ↓
                                    0   1 - - -