

Structures

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

```

struct Person {
    char name[50];
    int age;
    float salary;
}
  
```

Diagram illustrating the memory layout of the `Person` structure:

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

Total size: 9 bytes

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 }
```

Diagram illustrating the values assigned to the enumeration constants:

- `spring` → 0
- `summer` → 1
- `winter` → ...