

## Structures

Structure is a collection of variables of different data types under a single name.

```

person {
    → name
    → citNo
    → salary
}

```

```

struct Person {
    char name[50]; → 5 bytes
    int age; → 4 bytes
    float salary; → 4 bytes
};

```

58 bytes

When a structure is created, no memory is allocated.

```

int var;

```

Person bill; ✓ → memory allocated by compiler.

bill.age = 50;

Passing functions to structure

Pointers to structures