O structure provide Binding of data structure reprenent real life entity smuchine is user (programmes) defined data type.

Structure is collection of logically Related data which kept binded together & represent real life entity it can be customized (user define) according to requirement, the data could be having different data type.

Distructure provide Binding of daty structure represent real life entity. structure is user (programmer) define data type.

Structure is collection of logically Related data which kept Binded together to represent real life entity it can be customised (user define) according to requirement the data could be having different data together

3) structure provide Binding of duta structure represent real life entity structure is user (programmar) define duta type

Structure is collection of logically related data which kept Birded together freprent real life entity it can be customized (user define) according to requirement the data could be having different data type.

Definature provide Binding of data structure represent real life entity. structure is wer (programmer) define datatype.

Structure is collection of logically related dated which kept Binded together trepresent real life entity it can be customized (wer define) according to a requirement the data could be having different data type

- If e life entity structure is user (programmer) define detatione structure is collection of logically related data which kept Binded Jogether & represent real life entity it can be customized (wer define) according to requirement the data could be having different data 1800 data 1800
- 6 structure provide Birding of data structure regpression real life entity structure is user (programma) define data type structure is collection of logically related data which kept Birded together freprest real life entity it can be customized (user define) according to requirement the data could be having different data type.

Destructure provide Binding of dota structure represent real life entity, structure is user (programmer) define datatype.

smichare in collection of losically related data which kept Binded together frepresent real life entity is an be customisted (user define) according to requirement the data could be having different datatype.

(8) Structure provide Binding of data structure represent reallife entity, structure is user (programma) define datatope

Structure is collection of logically related data which kept Binded together & represent real life only it can be customisted (user define) according to requirement the data could be having different data type.

(1) Structure provide Binding of data structure represent real life entity. Structure is wer (programmer) define datatype.

structure is collection of logically Related Later which trept binded together of represent real life entity it can be soustombred (user define) according to requirement the data could be having different data type

Ostructure provide Binding of data structure represent creal life entity structure is user (programmar) define data type.

Structure is collection of logically Related Lata which kept Binded together freprisent real life entity it can be customized curer define) according to requirement the data could be having different to requirement the data could be having different data type.

laptor.

daty
type

char color
int price
int pam
int size
char accessin

employee

char Name
char email
char addren
int id
int mod
bouble sal
char pepunt
int peptid

Department

chan Name
int 1'd.
chan location
chan type
int count

that save AT

Aut owner pachel int si7e Rent int Room facility char

gchool

546 int Shelent int Teacher int int time Teah 40 Name chars 5-6 khar

Register form

ghar Name sirname char int ose gerder char addren char mob inst owai h char.

Shop der address shop int char. type that that OWNER Name int size Worker char int Rent MOON int int WORMER count int. facility

fhar sande int sand int sphon that sphon int pin char clear

> Notegod New chor Name cher sire choor pedanc file other open fuel char porte ludchar Save save As char

1		
char	Nome	
Char	Contact Name	
int	edate visiv	
int	last been	
int	noof	