**Q-11. WAP to show difference between Structure and Union.**

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| **STRUCTURE** | **UNION** |
| WAP to show difference between Structure and Union. | All member share the same storage area. |
| Total memory required by all members is allocated. | Maximum memory required by the member is allocated. |
| All member are active at a time. | Only one member is active a time. |
| All member can be initialized. | Only one member can be initialized. |
| Requires more memory. | Requires less memory. |
| **EXAMPLE:**  Struct SS  {  Int a;  Float b;  Char c;  };   |  | | --- | | 1 byte for c | | 2 bytes for a | | 4 bytes for b | | **EXAMPLE:**  **Union UU**  **{**  Int a;  Float b;  Char c;  };   |  | | --- | | 4 bytes for c, b, a | |
| **Total bytes = 1 + 2 + 4 = 7 bytes.** | 4 bytes are there between a , b and c because largest memory occupies by float which is 4 bytes. |