Structure

A structure is a composite data type that defines a grouped list of variables that are to be placed under one name in a block of memory. It allows different variables to be accessed by using a single pointer to the structure.

**Syntax**

1. struct structure\_name
2. {
3. data\_type member1;
4. data\_type member2;
5. .
6. .
7. data\_type memeber;
8. };

Advantages

* It can hold variables of different data types.
* We can create objects containing different types of attributes.
* It allows us to re-use the data layout across programs.
* It is used to implement other data structures like linked lists, stacks, queues, trees, graphs etc.

**Program**

1. #include<stdio.h>
2. #include<conio.h>
3. **void** main( )
4. {
5. struct employee
6. {
7. **int** id ;
8. **float** salary ;
9. **int** mobile ;
10. } ;
11. struct employee e1,e2,e3 ;
12. clrscr();
13. printf ("\nEnter ids, salary & mobile no. of 3 employee\n"
14. scanf ("%d %f %d", &e1.id, &e1.salary, &e1.mobile);
15. scanf ("%d%f %d", &e2.id, &e2.salary, &e2.mobile);
16. scanf ("%d %f %d", &e3.id, &e3.salary, &e3.mobile);
17. printf ("\n Entered Result ");
18. printf ("\n%d %f %d", e1.id, e1.salary, e1.mobile);
19. printf ("\n%d%f %d", e2.id, e2.salary, e2.mobile);
20. printf ("\n%d %f %d", e3.id, e3.salary, e3.mobile);
21. getch();
22. }