

```
#include<iostream>
```

```
struct student
```

```
{
```

```
int roll;
```

```
float marks;
```

```
}
```

```
int main()
```

```
{
```

```
struct student std={9,60.4};
```

```
Struct std *p;
```

```
P=&std;
```

```
cout<< std.roll <<std.marks <<endl;
```

```
cout<< p->roll << p->marks <<endl;
```

```
return 0;
```

```
}
```