

```
1  #include <stdio.h>
2
3  struct MyNumber
4  {
5      int num;
6      int num_table[10];
7  };
8
9  struct NumTables
10 {
11     struct MyNumber a;
12     struct MyNumber b;
13     struct MyNumber c;
14 };
15
16 int main(void)
17 {
18     //variable declarations
19     struct NumTables tables;
20     int i;
21
22     //code
23     tables.a.num = 2;
24     for (i = 0; i < 10; i++)
25         tables.a.num_table[i] = tables.a.num * (i + 1);
26     printf("\n\n");
27     printf("Table Of %d : \n\n", tables.a.num);
28     for (i = 0; i < 10; i++)
29         printf("%d * %d = %d\n", tables.a.num, (i + 1), tables.a.num_table[i]);
30
31     tables.b.num = 3;
32     for (i = 0; i < 10; i++)
33         tables.b.num_table[i] = tables.b.num * (i + 1);
34     printf("\n\n");
35     printf("Table Of %d : \n\n", tables.b.num);
36     for (i = 0; i < 10; i++)
37         printf("%d * %d = %d\n", tables.b.num, (i + 1), tables.b.num_table[i]);
38
39     tables.c.num = 4;
40     for (i = 0; i < 10; i++)
41         tables.c.num_table[i] = tables.c.num * (i + 1);
42     printf("\n\n");
43     printf("Table Of %d : \n\n", tables.c.num);
44     for (i = 0; i < 10; i++)
45         printf("%d * %d = %d\n", tables.c.num, (i + 1), tables.c.num_table[i]);
46
47     return(0);
48 }
49
```