```c
#include <stdio.h>
#include <ctype.h>
#include <string.h>

#define MAX_STRING_LENGTH 1024

struct CharacterCount
{
    char ch;
    int ch_count;
} character_and_count[] = { { 'A', 0 }, //character_and_count[0].ch = 'A'   &
  character_and_count[0].ch_count = 0
                            { 'B', 0 }, //character_and_count[1].ch = 'B'   &
                      character_and_count[1].ch_count = 0
                            { 'C', 0 }, //character_and_count[2].ch = 'C'   &
                      character_and_count[2].ch_count = 0
                            { 'D', 0 }, //character_and_count[3].ch = 'D'   &
                      character_and_count[3].ch_count = 0
                            { 'E', 0 }, //character_and_count[4].ch = 'E'   &
                      character_and_count[4].ch_count = 0
                            { 'F', 0 },
                            { 'G', 0 },
                            { 'H', 0 },
                            { 'I', 0 },
                            { 'J', 0 },
                            { 'K', 0 },
                            { 'L', 0 },
                            { 'M', 0 },
                            { 'N', 0 },
                            { 'O', 0 },
                            { 'P', 0 },
                            { 'Q', 0 },
                            { 'R', 0 },
                            { 'S', 0 },
                            { 'T', 0 },
                            { 'U', 0 },
                            { 'V', 0 },
                            { 'W', 0 },
                            { 'X', 0 },
                            { 'Y', 0 },
                            { 'Z', 0 } }; //character_and_count[25].ch = 'Z'   &
                     character_and_count[25].ch_count = 0

#define SIZE_OF_ENTIRE_ARRAY_OF_STRUCTS sizeof(character_and_count)
#define SIZE_OF_ONE_STRUCT_FROM_THE_ARRAY_OF_STRUCTS sizeof(character_and_count
  [0])
#define NUM_ELEMENTS_IN_ARRAY (SIZE_OF_ENTIRE_ARRAY_OF_STRUCTS /
  SIZE_OF_ONE_STRUCT_FROM_THE_ARRAY_OF_STRUCTS)

// ENTRY POINT FUNCTION
int main(void)
{
```

```c
    //variable declarations
    char str[MAX_STRING_LENGTH];
    int i, j, actual_string_length = 0;

    //code
    printf("\n\n");
    printf("Enter A String : \n\n");
    gets_s(str, MAX_STRING_LENGTH);

    actual_string_length = strlen(str);

    printf("\n\n");
    printf("The String You Have Entered Is : \n\n");
    printf("%s\n\n", str);

    for (i = 0; i < actual_string_length; i++)
    {
        for (j = 0; j < NUM_ELEMENTS_IN_ARRAY; j++) //Run every character of the input string through the entire alphabet (A TO Z)
        {
            str[i] = toupper(str[i]); //If input character is in lower case, turn it to upper case for comparison

            if (str[i] == character_and_count[j].ch) //If character is present...
                character_and_count[j].ch_count++; //Increment its count by 1 ...
        }
    }

    printf("\n\n");
    printf("The Number Of Occurences Of ALL Characters From The Alphabet Are As Follows : \n\n");
    for (i = 0; i < NUM_ELEMENTS_IN_ARRAY; i++)
    {
        printf("Character %c  =  %d\n", character_and_count[i].ch, character_and_count[i].ch_count);
    }
    printf("\n\n");

    return(0);
}

```