```c
1  #include <stdio.h>
2
3  #define INT_ARRAY_SIZE 10
4  #define FLOAT_ARRAY_SIZE 5
5  #define CHAR_ARRAY_SIZE 26
6
7  #define NUM_STRINGS 10
8  #define MAX_CHARACTERS_PER_STRING 20
9
10 #define ALPHABET_BEGINNING 65 // 'A'
11
12 struct MyDataOne
13 {
14     int iArray[INT_ARRAY_SIZE];
15     float fArray[FLOAT_ARRAY_SIZE];
16 };
17
18 struct MyDataTwo
19 {
20     char cArray[CHAR_ARRAY_SIZE];
21     char strArray[NUM_STRINGS][MAX_CHARACTERS_PER_STRING];
22 };
23
24 int main(void)
25 {
26     //variable declarations
27     struct MyDataOne data_one;
28     struct MyDataTwo data_two;
29     int i;
30
31     //code
32     // *** PIECE-MEAL ASSIGNMENT (HARD-CODED) ***
33     data_one.fArray[0] = 0.1f;
34     data_one.fArray[1] = 1.2f;
35     data_one.fArray[2] = 2.3f;
36     data_one.fArray[3] = 3.4f;
37     data_one.fArray[4] = 4.5f;
38
39     // *** LOOP ASSIGNMENT (USER INPUT) ***
40     printf("\n\n");
41     printf("Enter %d Integers : \n\n", INT_ARRAY_SIZE);
42     for (i = 0; i < INT_ARRAY_SIZE; i++)
43         scanf("%d", &data_one.iArray[i]);
44
45     // *** LOOP ASSIGNMENT (HARD-CODED) ***
46     for (i = 0; i < CHAR_ARRAY_SIZE; i++)
47         data_two.cArray[i] = (char)(i + ALPHABET_BEGINNING);
48
49     // *** PIECE-MEAL ASSIGNMENT (HARD-CODED) ***
50     strcpy(data_two.strArray[0], "Welcome !!!");
51     strcpy(data_two.strArray[1], "This");
52     strcpy(data_two.strArray[2], "Is");
```

```c
53          strcpy(data_two.strArray[3], "ASTROMEDICOMP'S");
54          strcpy(data_two.strArray[4], "Real");
55          strcpy(data_two.strArray[5], "Time");
56          strcpy(data_two.strArray[6], "Rendering");
57          strcpy(data_two.strArray[7], "Batch");
58          strcpy(data_two.strArray[8], "Of");
59          strcpy(data_two.strArray[9], "2020-2021 !!!");
60
61          // *** DISPLAYING DATA MEMBERS OF 'struct DataOne' AND THEIR VALUES ***
62          printf("\n\n");
63          printf("Members Of 'struct DataOne' Alongwith Their Assigned Values Are : \n
                \n");
64
65          printf("\n\n");
66          printf("Integer Array (data_one.iArray[]) : \n\n");
67          for (i = 0; i < INT_ARRAY_SIZE; i++)
68              printf("data_one.iArray[%d] = %d\n", i, data_one.iArray[i]);
69
70          printf("\n\n");
71          printf("Floating-Point Array (data_one.fArray[]) : \n\n");
72          for (i = 0; i < FLOAT_ARRAY_SIZE; i++)
73              printf("data_one.fArray[%d] = %f\n", i, data_one.fArray[i]);
74
75          // *** DISPLAYING DATA MEMBERS OF 'struct DataTwo' AND THEIR VALUES ***
76          printf("\n\n");
77          printf("Members Of 'struct DataTwo' Alongwith Their Assigned Values Are : \n
                \n");
78
79          printf("\n\n");
80          printf("Character Array (data_two.cArray[]) : \n\n");
81          for (i = 0; i < CHAR_ARRAY_SIZE; i++)
82              printf("data_two.cArray[%d] = %c\n", i, data_two.cArray[i]);
83
84          printf("\n\n");
85          printf("String Array (data_two.strArray[]) : \n\n");
86          for (i = 0; i < NUM_STRINGS; i++)
87              printf("%s ", data_two.strArray[i]);
88
89          printf("\n\n");
90
91          return(0);
92  }
93
```