Structures in C

- If all data items are of different data types we use structure
 - A struct is a data structure that consists of multiple elements with different datatype, and each element is known as
 - each member has its own unique name and a defined type

```
SyntaxStruct tag{Member 1;Member 2;.....};
```

The struct Definition

- struct is a keyword for defining a structured declaration
- Format:

- structName represents this structure's tag and is optional
 - we can either provide name
 - or after the } we can list variables that will be defined to be this structure

Examples

```
struct point {
    int x;
    int y;
};

struct point p1, p2;

p1 and p2 are both
points, containing an
x and a y value
```

```
struct point {
  int x;
  int y;
} p1, p2;
```

same as the other,but united into one set of code, p1 and p2 have the tag point Write a simple structure to store student data for 5 students like rollno,name,UT1 marks,UT2 and calculate average of it.

Write a program for accepting the information of employee working in a company and calculate its gross salary usig formula gross=basic salary+DA+HRA

Difference between Structure and Union

typedef

 It allows you to define datatype equivalent to exisiting data type

```
Syntaxtypedef exsiting_datatype new_datatype
```

- Example,
 typedef int age;
 age male,female;
- So we are simply giving a new name to exsisitng data type

Recursion

 Recursion is the process of repeating items in a self-similar way.

 In programming languages, if a program allows you to call a function inside the same function, then it is called a recursive call of the function.

Recursion

```
int main()
rec();
}//end of main
void rec()
rec(); /* recursive call*/
```

Write a program to find factorial of a number by recursive method

Write a program to generate fibonacci series