

1. #include <stdio.h>

```
struct book{
int num;
char name[1];
float price;
};
int main()
{
    struct book hp;
    hp.num=578996544;
    hp.price=1.0;
    strcpy(hp.name,"harry potter");
    printf("Book number: %d\n",hp.num);
    printf("Book price: %s\n",hp.name);
    printf("Book price: %f\n",hp.price);
}
```

2. #include <stdio.h>

```
struct book{
int num;
char name[1];
float price;
};
int main()
{
    struct book hp;
    hp.num=578996544;
    hp.price=1.0;
```

```
strcpy(hp.name,"harry potter");  
printf("Book number: %d\n",hp.num);  
printf("Book price: %s\n",hp.name);  
printf("Book price: %f\n",hp.price);  
}
```