Design a structure named "Car" to store details like car ID, model, and rental rate per day. Write a C program to input data for three cars, calculate the total rental cost for a specified number of days, and display the results.

```
#include<stdio.h>
struct Car{
  int ID;
  char model[90];
  float rentalRate;
  int numberOfDays;
};
struct Car cars[3];
void calculateRentalCost(){
  float rate;
   for(int i=0; i<3; i++){
      rate = cars[i].numberOfDays*cars[i].rentalRate;
      printf("\nThe rental rate for %s is %f",cars[i].model,rate);
   }
int main(){
  for(int i=0; i<3; i++){
     printf("Enter the details of CAR - %d",i+1);
     printf("\nEnter the ID : ");
     scanf("%d",&cars[i].ID);
     printf("Enter the model: ");
     scanf("%s",cars[i].model);
     printf("Enter the rental rate: ");
     scanf("%f",&cars[i].rentalRate);
     printf("Enter the number of days: ");
     scanf("%d",&cars[i].numberOfDays);
  }
  calculateRentalCost();
  return 0;
}
```

