In C, a *nested structure* means one structure is declared inside another. This is useful when we want to logically group related data together (for example, a student having an address).

Here's a simple **C program using nested structure concept**:

```
#include <stdio.h>

struct Address {
    char street[50];
    char city[30];
    int pin;
};

struct Student {
    int regno;
    char name[50];
    struct Address addr;
};

int main()
{
    struct Student s1;


    printf("Enter Roll Number: ");
    scanf("%d", &s1.rollNo);

    printf("Enter Name: ");
```

```
    scanf("%s", s1.name);

    printf("Enter Street: ");
    scanf("%s", s1.addr.street);

    printf("Enter City: ");
    scanf("%s", s1.addr.city);

    printf("Enter PIN Code: ");
    scanf("%d", &s1.addr.pin);

printf("\n--- Student Details ---
\n");
    printf("Roll No: %d\n",
s1.rollNo);
    printf("Name   : %s\n", s1.name);
    printf("Address: %s, %s - %d\n",
s1.addr.street, s1.addr.city,
s1.addr.pin);

    return 0;
}
```

`struct Address` is **nested** inside `struct Student`.

Accessing nested members is done using the dot operator:

`s1.addr.city` → accesses the city from the nested Address.