

struct

int n

```
struct address {  
    int cap;  
    char name[20];
```

location.cap

```
};
```

```
struct address location;
```

```
struct addr {  
    pitta  
} loc1;
```

loc1.citta

```
struct addr *p;
```

```
p = &loc1;
```

```
p->citta;
```