```c
#include <stdio.h>

// DEFINING STRUCT
struct MyData
{
    int *ptr_i;
    int i;

    float *ptr_f;
    float f;

    double *ptr_d;
    double d;
};

int main(void)
{
    //variable declarations
    struct MyData *pData = NULL;

    //code
    printf("\n\n");
    pData = (struct MyData *)malloc(sizeof(struct MyData));
    if (pData == NULL)
    {
        printf("FAILED TO ALLOCATE MEMORY TO 'struct MyData' !!! EXITTING NOW ... \n\n");
        exit(0);
    }
    else
        printf("SUCCESSFULLY ALLOCATED MEMORY TO 'struct MyData' !!!\n\n");

    pData->i = 9;
    pData->ptr_i = &(pData->i);

    pData->f = 11.45f;
    pData->ptr_f = &(pData->f);

    pData->d = 30.121995;
    pData->ptr_d = &(pData->d);

    printf("\n\n");
    printf("i = %d\n", *(pData->ptr_i));
    printf("Adress Of 'i' = %p\n", pData->ptr_i);

    printf("\n\n");
    printf("f = %f\n", *(pData->ptr_f));
    printf("Adress Of 'f' = %p\n", pData->ptr_f);

    printf("\n\n");
    printf("d = %lf\n", *(pData->ptr_d));
    printf("Adress Of 'd' = %p\n", pData->ptr_d);
```

```
52
53      if (pData)
54      {
55          free(pData);
56          pData = NULL;
57          printf("MEMORY ALLOCATED TO 'struct MyData' HAS BEEN SUCCESSFULLY
              FREED !!!\n\n");
58      }
59
60      return(0);
61  }
62
63
64
```