# **Union And Structs**

Module Code: ELEE1147

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### What are Structs and Unions?

- Structs: Composite data types that group variables under a single name.
- Unions: Similar to structs but share the same memory space for all members.

### **Structs**

A struct is a user-defined data type in which different data types can be grouped together under a single name.

It is declared using the struct **keyword**, followed by the structure's name and a block of members enclosed in curly braces {...}.

```
struct [NameOfStruct] {
   char var1;
   int var2;
   float var3;
};
struct Person {
   char name[50];
   int age;
   float height;
};
```

## **Accessing Members**

#### Accessing Members with Pointers

For structs and unions, the arrow operator ( ->) is used when accessing members through pointers.

```
struct Person {
    char name[50];
    int age;
    float height;
};
struct Person person1;
struct Person *personPointer = &person1;
// Using the arrow operator
personPointer->age = 25;
// Equivalent longhand notation
(*personPointer).age = 25;
```

## **Arrays of Structs and Struct Members**

#### Array of Structs

You can create an array of structs to manage multiple records efficiently.

```
struct Student {
    char name[50];
    int age;
    float grades[5]; // Member is an array
};
int n = 20; // Number of students
struct Student *class = (struct Student *)malloc(n * sizeof(struct Student));
class[0].age = 20;
strcpy(class[0].name, "John Doe");
class[0].grades[0] = 90.5;
```

## **Unions**

#### Definition:

```
union Data {
   int intValue;
   float floatValue;
   char stringValue[20];
};
```

- Members share the same memory location.
- Size of union is the size of the largest member.

# **Properties of Unions**

### Memory Sharing

- All members of a union share the same memory space.
- Size of the union is determined by the largest member.

### • Single-Access at a Time

- Only one member of the union can be accessed at any given time.
- Modifying one member affects the value of the others.

## **Type Conversion with Unions**

#### Memory Overlay:

- Unions store all their members at the same memory location.
- This means that if you write a value to one member, you are essentially modifying the same memory that is used by other members.

### • Type Interpretation:

- When you access a member of the union, you interpret the stored bits according to the type of that member.
- For example, if you write an integer to a union member and then access another member of type float, you interpret the same bits as a floating-point number.

## **Example of Type Conversion**

- In this example, a float value (3.14) is stored in converter.floatValue.
- Then, by accessing converter.intValue, you interpret the same memory as an integer.
- This essentially converts the floating-point value to an integer.

```
union TypeConverter {
    int intValue;
    float floatValue;
};

int main() {
    union TypeConverter converter;
    converter.floatValue = 3.14;
    int convertedInt = converter.intValue;
}
```

#### **Caution:**

• It's crucial to be cautious when using unions for type conversion to avoid undefined behavior or unexpected results.