|  |  |
| --- | --- |
| **Struct** | **Union** |
| The struct keyword is used to define a structure. | The union keyword is used to define union. |
| When the variables are declared in a structure, the compiler allocates memory to each variables member | When the variable is declared in the union, the compiler allocates memory to the largest size variable member. |
| Each variable member occupied a unique memory space. | Variables members share the memory space of the largest size variable. |
| Changing the value of a member will not affect other variables members. | Changing the value of one member will also affect other variables members. |
| Each variable member will be assessed at a time. | Only one variable member will be assessed at a time. |
| We can initialize multiple variables of a structure at a time. | In union, only the first data member can be initialized. |
| All variable members store some value at any point in the program. | Exactly only one data member stores a value at any particular instance in the program. |
| The structure allows initializing multiple variable members at once. | Union allows initializing only one variable member at once. |
| It is used to store different data type values. | It is used for storing one at a time from different data type values. |