Structure

In Array we can store data of one type only, but structure is a variable that gives facility of storing data of different data type in one variable.

Structures are variables that have several parts; each part of the object can have different types. Each part of the structure is called a member of the structure.

Declaration :

Consider basic data of student:
roll_no, class, name, age, address.

A structure data type called student can hold all this information:

```
struct student {
int roll_no ;
char class;
char name[25];
int age;
char address[50];
};
```

Initialization :

Structure members can be initialized at declaration. This is same as the initialization of arrays; the values are listed inside braces. The structure declaration is preceded by the keyword static.

static struct student amit = {1234,"comp","amit",20,"jaipur"};

Accessing structure data :

To access a given member the dot notation is use. The "dot" is called the member access operator.

```
struct student sl;
sl.name = "Amit",
sl.roll_no = 1234;
```

scope :

A structure type declaration can be local or global, depending upon where the declaration is made.