DAILY ASSESSMENT FORMAT

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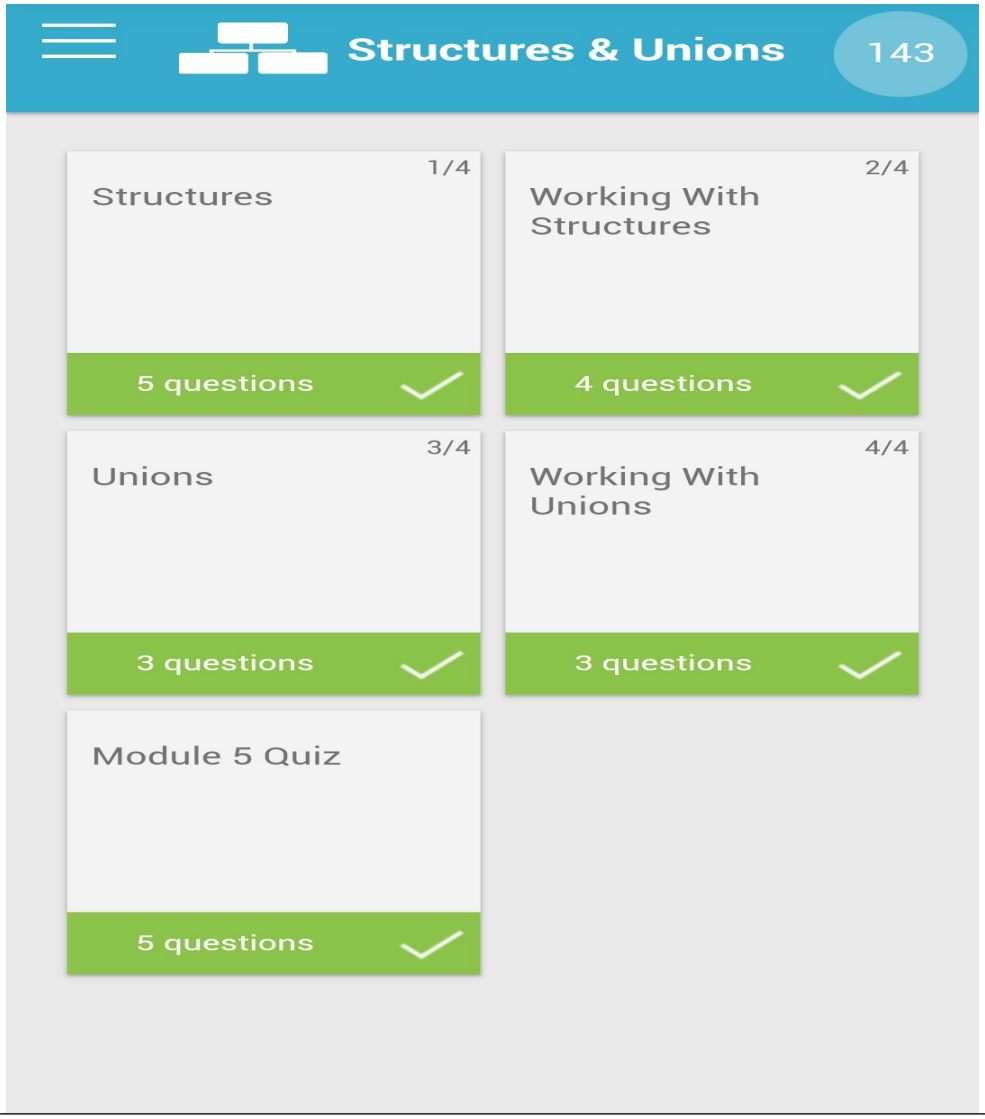
Course:	C Tutorial by SOLOLEARN	USN:	4al17ec001
Topic:	1] Structures & Unions 2] Memory Management	Semester & Section:	6 & 'A'
Github Repository:	Abhishek-online-courses		

FORENOON SESSION DETAILS
Image of session



Report –

Structures & Unions

- A structure is a user-defined data type that groups related variables of different data types.
- A structure declaration includes the keyword struct, a structure tag for referencing the structure, and curly braces { } with a list of variable declarations called members.
- The typedef keyword creates a type definition that simplifies code and makes a program easier to read. typedef is commonly used with structures because it eliminates the need to use the keyword struct when declaring variables.
- A union declaration uses the keyword union, a union tag, and curly braces { } with a list of members. Union members can be of any data type, including basic types, strings, arrays, pointers, and structures. You access the members of a union variable by using the . dot operator between the variable name and the member name.

Memory Management

- The stdlib.h library includes memory management functions.
- Many algorithms implement a dynamic array because this allows the number of elements to grow as needed. Because elements are not allocated all at once, dynamic arrays typically use a structure to keep track of current array size, current capacity, and a pointer to the elements.