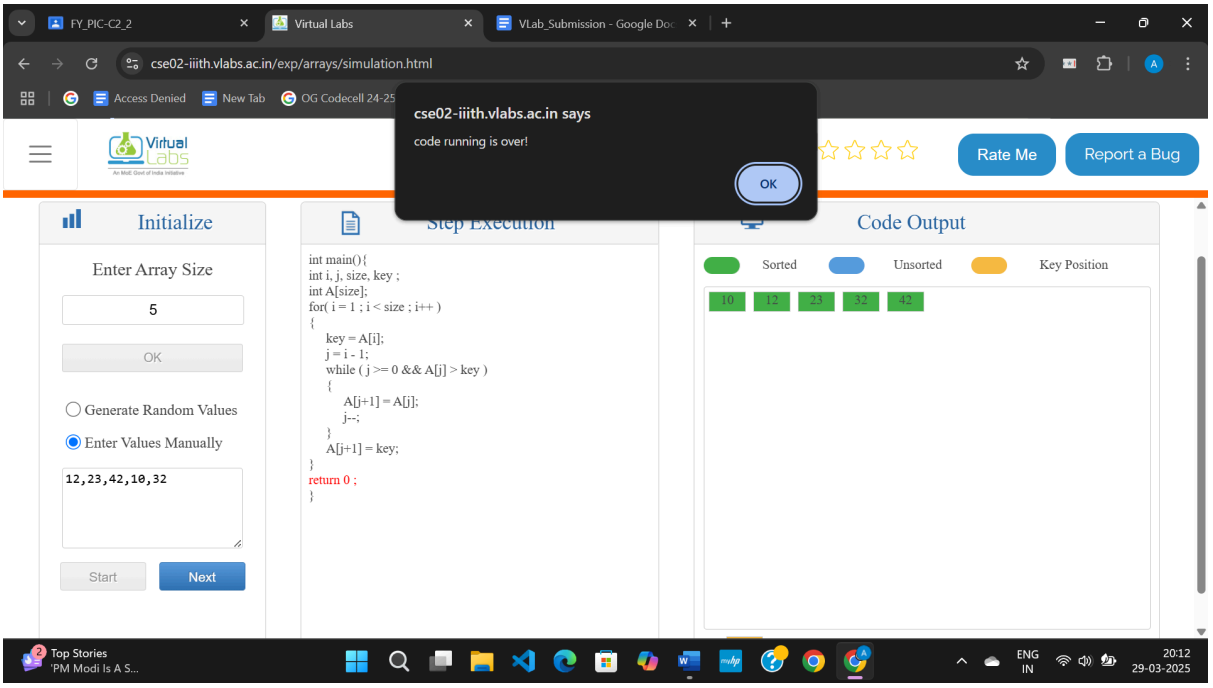
Virtual Lab

Ashwera Hasan **Roll No:16010124107** **Class/Div: C2-2**

Program 1(screenshot)



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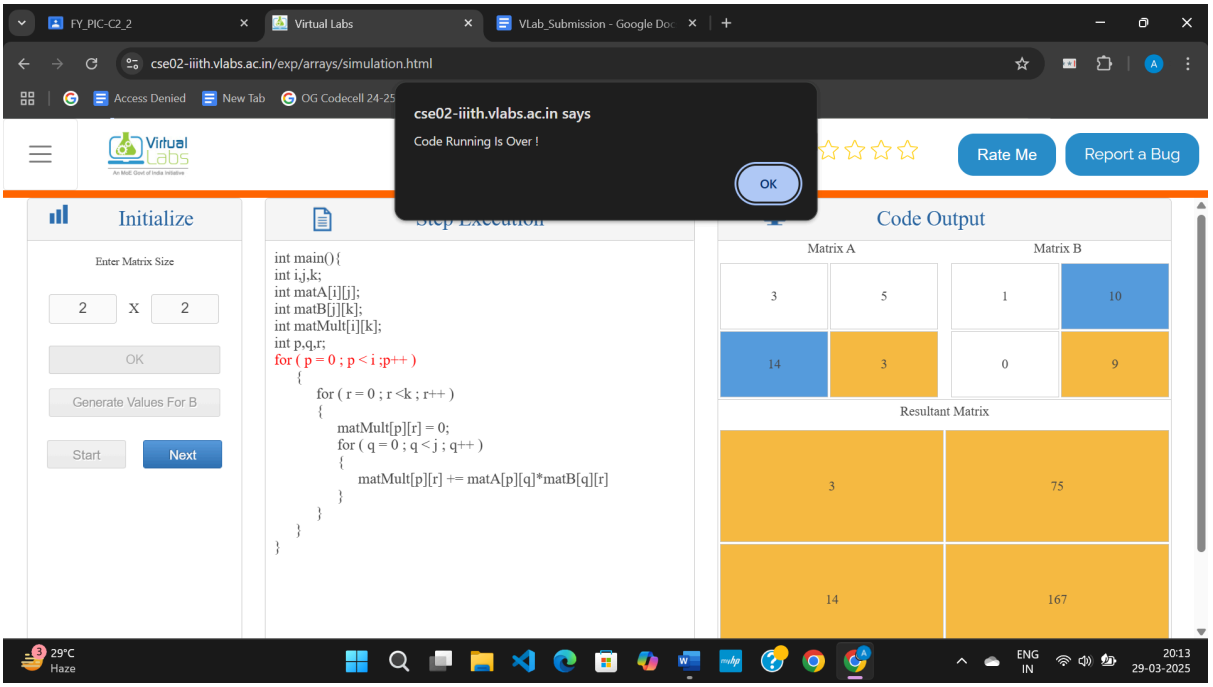


Program 2(screenshot)

Bank of Gujrat has decided to computerize all its records.
They hired a software programmer, Ravi.
He suggested that five pieces of data had to be maintained in every account.

They are :
1)Account type, either checking or savings
2)Account holder name
3)Branch in which the account is based
4)A unique account number
5)The current balance in the account

Ravi decides that using different variables to represent all this data would be messy and inefficient.
He decides that it would be better to represent the account's variables with the help of a structure.

Help Ravi write an account structure with the following variables:
char type:(max size 10)
char holder:(max size 30)
char branch:(max size 20)
char no:(account number,length 10)
unsigned int bal (stores current balance):

Example of an employee structure:

```
struct database {
unsigned int id_number;
unsigned int age;
unsigned int salary;
};
```

Now define an Account structure:

Definition of Account

```
struct account {
char type[10];
char holder[30];
char branch[20];
char no[10];
unsigned int bal;
};
```

Solution

Next Step

Yes No

```
struct account {
   char type[10];
   char holder[30];
   char branch[20];
   char no[10];
   unsigned int bal;
};
```

Let us say we are opening an account for Suresh We will simply say:

```
struct account Suresh;
```

We can also use a type definition. This allows us to create account as a type of variablesimilar to int or char. If we do that we can create his account as follows:

```
typedef struct account account;
account Suresh;
```

We can also create an array of accounts as follows:

```
account bank[10];
```

Create an account variable named ram and one named shyam. Also set balance to be 100 for ramand shyam as two times account balance of ram. Assume that account type is created.

```
//Previous sample code:
struct account{
   char type[11];
   char holder[31];
   char branch[21];
   char no[11];
   unsigned int bal;
}
typedef struct account account;
//Or
struct account{
   char type[11];
   char holder[31];
   char branch[21];
   char no[11];
   unsigned int bal;
};
```

Declare a structure below

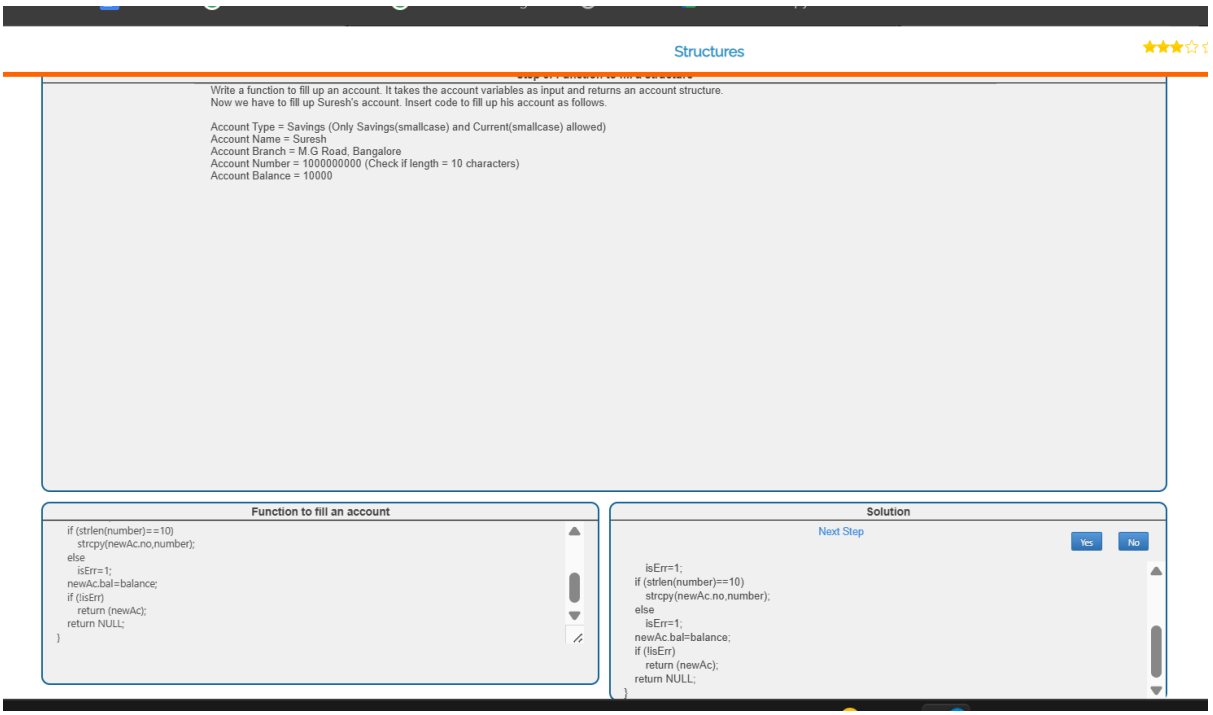
```
// Write your code here

account ram;
account shyam;
ram.bal=100;
shyam.bal=2*ram.bal;
```

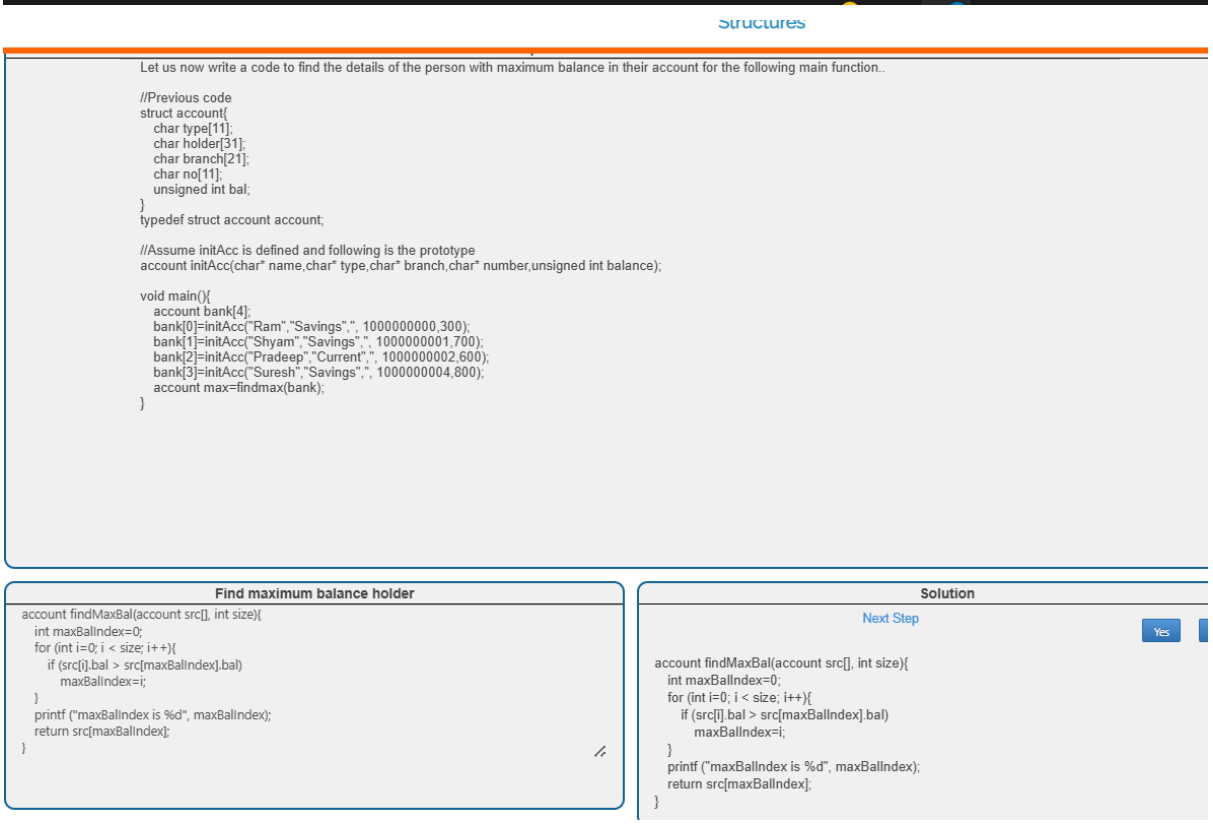
Solution

Next Step

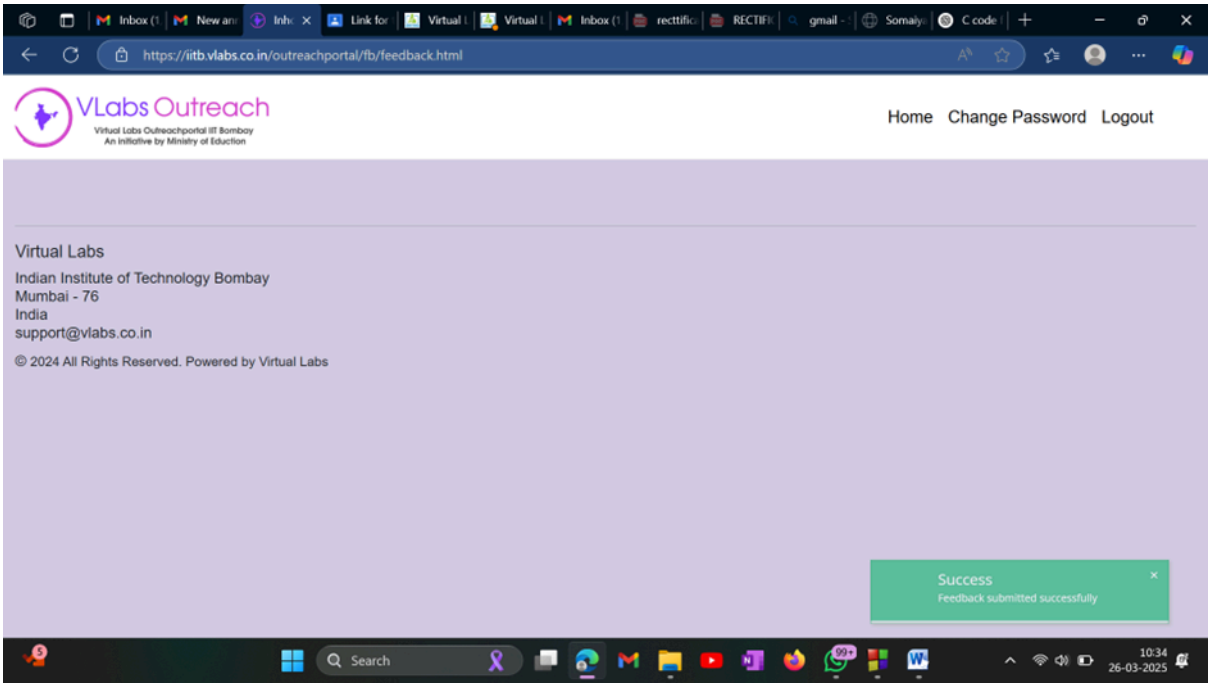
Yes No

```
account ram;
account shyam;
ram.bal=100;
shyam.bal=2*ram.bal;
```





Feedback Form (screenshot)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