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| It allows us to access any or all the members at any time. | It allows us to access only one union member at a time. |

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| **Structures** |
| * Struct keyword is used to declare the structure |
| * The structure variable will allocate memory for all the structure members separately. |
| * Structures will occupy more memory space. Memory\_Size = addition of all the structure members sizes. Memory\_Size = int + char array [50] + float Memory\_Size = 2 + 50 + 4 Bytes Memory\_Size = 56 Byte |

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| **Union** |
| * Union keyword is used to declare it |
| * The union variable will allocate common memory for all the union members. |
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| * Union will occupy less memory space compared to structures.Memory\_Size = Size of the largest Union member. From the above example, the Largest member is char array. So, Memory\_Size = 50 Bytes |