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                                struct_3.c
//Use of pointers - call-by-ref method..
//Modular program using structures

#include <stdio.h>
#include <string.h>

struct Books
{
    char title[50];
    char author[50];
    char subject[100];
    int book_id;
};

/* function declaration */

void printBook( struct Books *book );

int main( )
{
    struct Books Book1;          /* Declare Book1 of type Book */
    struct Books Book2;          /* Declare Book2 of type Book */

    printf("Enter the Title:");
    scanf("%s", Book1.title);

    printf("Enter the Author:");
    scanf("%s", Book1.author);

    printf("Enter the Subject:");
    scanf("%s", Book1.subject);

    printf("Enter the ID:");
    scanf("%d", &Book1.book_id);

    /* book 1 specification */

    /* book 2 specification */
    strcpy( Book2.title, "Telecom Billing");
    strcpy( Book2.author, "Zara Ali");
    strcpy( Book2.subject, "Telecom Billing Tutorial");
    Book2.book_id = 6495700;

    /* print Book1 info by passing address of Book1 */
    printBook( &Book1 );          // call-by-reference method

    /* print Book2 info by passing address of Book2 */
    printBook( &Book2 );

    return 0;
}

void printBook( struct Books *book )
{

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struct_3.c
printf( "\nBook title : %s\n", book->title);
printf( "Book author : %s\n", book->author);
printf( "Book subject : %s\n", book->subject);
printf( "Book book_id : %d\n", book->book_id);
}
```