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                                struct_2.c
//Structure as function parameter.....
//Modular programming.....
//Summer 2015

#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 */

    /* book 1 specification */
    strcpy( Book1.title, "C Programming");
    strcpy( Book1.author, "Nuha Ali");
    strcpy( Book1.subject, "C Programming Tutorial");
    Book1.book_id = 6495407;

    /* 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 */
    printBook( Book1 );           //call-by-value method

    /* Print Book2 info */
    printBook( Book2 );

    return 0;
}

void printBook( struct Books book )
{
    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);
}

```