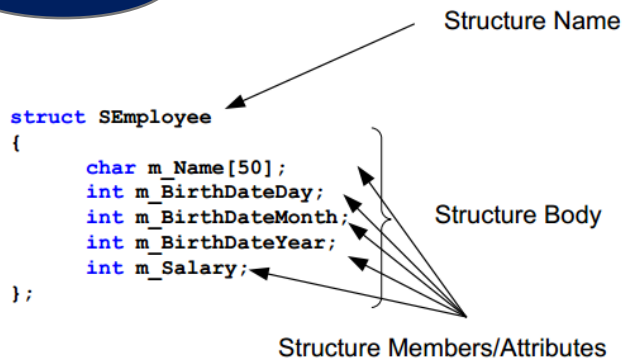


Notes Session 7

Structure



Nested Structure

```
struct SDate
{
    int m_Day;
    int m_Month;
    int m_Year;
};

struct SEmployee
{
    char m_Name[50];
    struct SDate m_BirthDate;
    struct SDate m_GraduationDate;
    int m_Salary;
};
```

No	Macro	Function
1	Macro is Preprocessed	Function is Compiled
2	No Type Checking	Type Checking is Done
3	Code Length Increases	Code Length remains Same
4		
5	Speed of Execution is Faster	Speed of Execution is Slower
6	Before Compilation macro name is replaced by macro value	During function call , Transfer of Control takes place
7	Useful where small code appears many time	Useful where large code appears many time
8	Generally Macros do not extend beyond one line	Function can be of any number of lines

enum

```
enum flag { const1, const2, ..., constN };

// Changing default values of enum
enum suit {
    club = 0,
    diamonds = 10,
    hearts = 20,
    spades = 3,
};
```

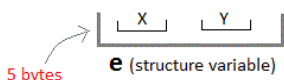
```
#if defined(__STDC_VERSION__) && __STDC_VERSION__ >= 199409L
/* C95 compatible source code. */
#elif defined(_ANSI_)
/* C89 compatible source code. */
#endif
```

C standard

Union

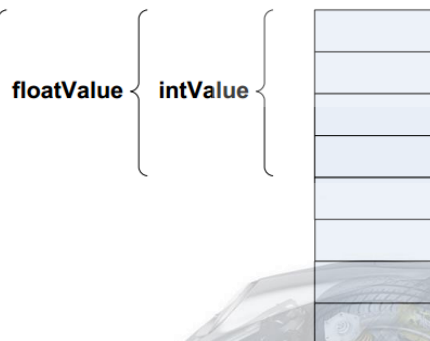
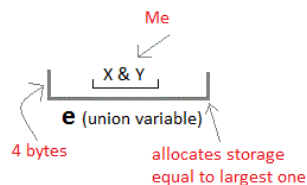
Structure

```
struct Emp
{
    char X; // size 1 byte
    float Y; // size 4 byte
};
```



Union:

```
union Emp
{
    char X;
    float Y;
};
```



```
union UNUMValue
{
    int intValue;
    float floatValue;
    double doubleValue;
};
```