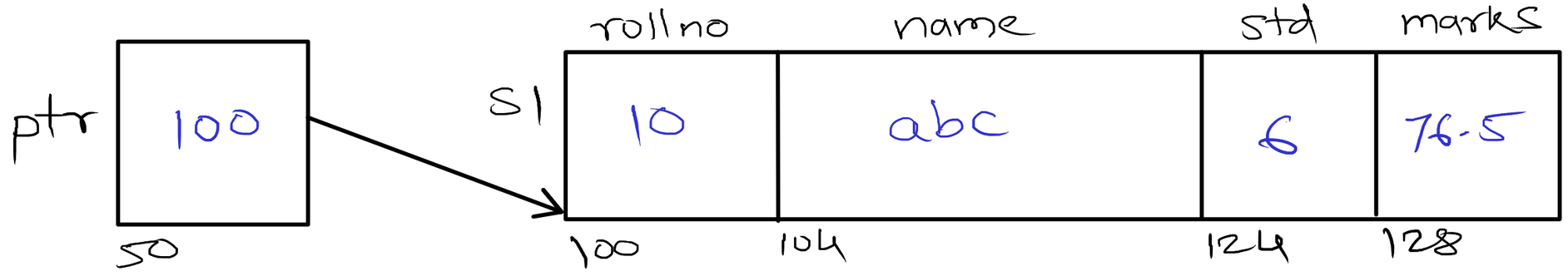
```
struct student
{
        int rollno;
        char name[20];
        int std;
        float marks;
};

struct student *ptr = &s1;
```

```
struct student s1 = {
                .name = "abc",
                .std = 6,
                .rollno = 10,
                .marks = 76.5f
};
                        // tagged initialisation
```

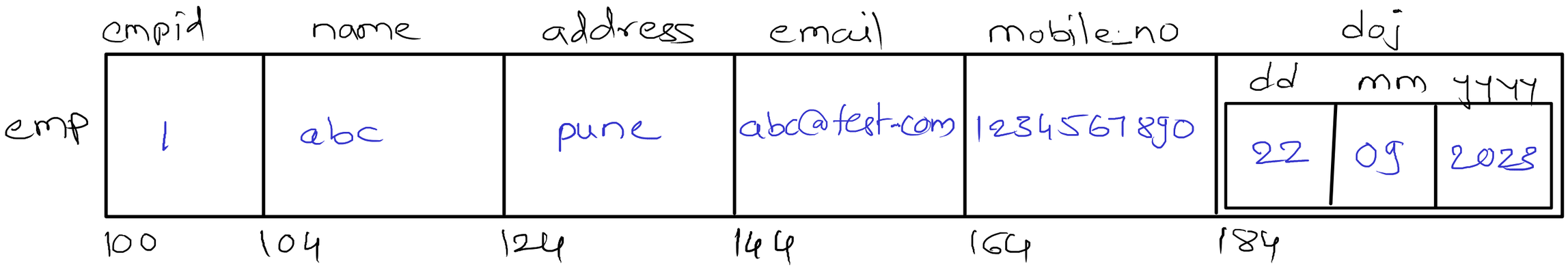


To access members through pointer variable use '→' opr.

ptr → rollno = 10
ptr → name = "abc"
ptr → std = 6
ptr → marks = 76.5

To access members of variable use '.' opercetor.

s1.rollno = 10
s1.name = "abc"
s1.std = 6
s1.marks = 76.5



emp.empid = 1

emp.name = "abc"

emp.address = "pune"

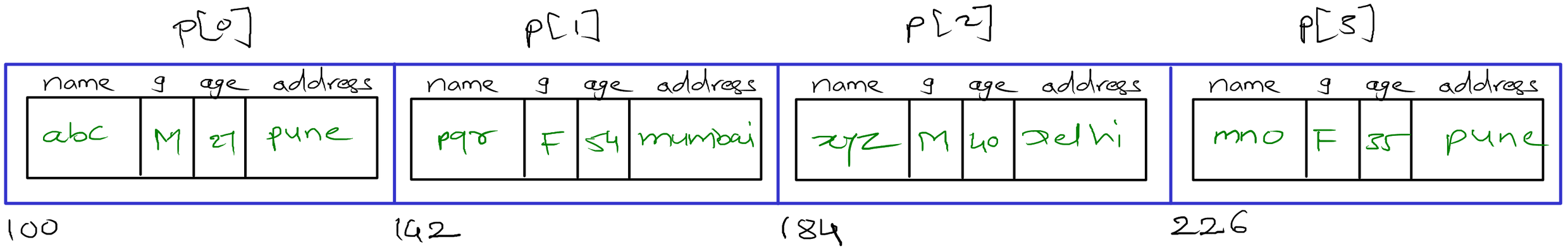
emp.email = "abc@fest.com"

emp.mobile_no = "1234567890"

emp.doj.dd = 22

emp.doj.mm = 09

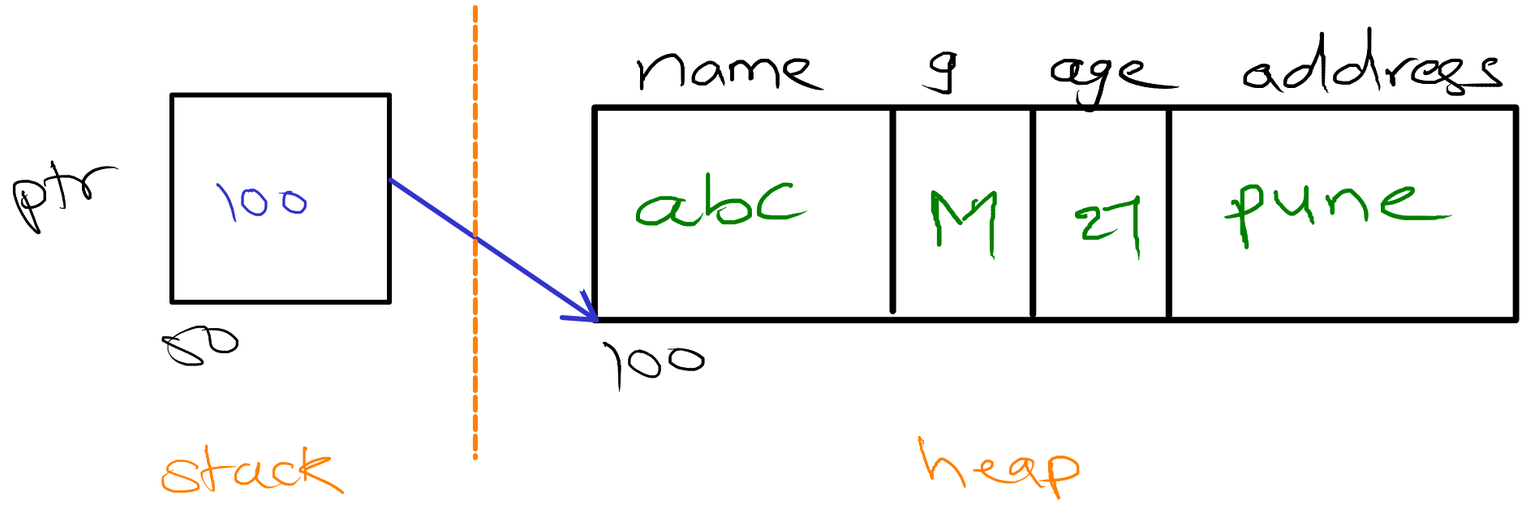
emp.doj.YYYY = 2023



p[0] → 1st person
p[1] → 2nd person
p[2] → 3rd person
p[3] → 4th person
p[i] → (i+1)th person

p[0].name = "abc"
p[0].gender = 'M'
p[0].age = 27
p[0].address = pune

p[i].name
p[i].gender
p[i].age
p[i].address




```
union result
{
        float percent;
        char grade;
};
```

```
union result res;
```

yes