**Structure**

Single variable main multiple data types initialize krny ky liye structure use krty hain.

**Types of structure**

1 **local main**

#include <iostream>

#include <conio.h>

using namespace std;

void main(void)

{

struct abc

{

int a;

char b;

float c;

}p;

struct abc q = { 3, 'g', 0.99 };

cout << q.a << q.b << q.c<<endl;

cout << "Enter value of a";

cin >> p.a;

cout << "Enter value of b";

cin >> p.b;

cout << "Enter value of c";

cin >> p.c;

cout << p.a << p.b << p.c;

\_getch();

}

2 **global**(main bhi use hota hy or function ki definition man bhi)

#include <iostream>

#include <conio.h>

using namespace std;

struct abc

{

int a;

char b;

float c;

}p;

void main(void)

{

p = { 3, 'g', 0.99 };

cout << p.a << p.b << p.c<<endl;

\_getch();

}

#include <iostream>

#include <conio.h>

using namespace std;

struct abc

{

int a;

char b;

float c;

}p[5];

void main(void)

{

for (int i = 0; i <= 4; i++)

{

cin >> p[i].a;

cin >> p[i].b;

cin >> p[i].c;

}

for (int d = 0; d <= 4; d++)

{

cout << p[d].a << p[d].b << p[d].c << endl;

}

\_getch();

}

Project

Hardware run karao c sy

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#include <iostream>

#include <conio.h>

using namespace std;

//Returing Structure

struct person

{

char name[50];

int age;

float salary;

};

person getdata(person);

void display(person);

void main(void)

{

person p;

p = getdata(p);

display(p);

\_getch();

}

person getdata(person p)

{

cin.get(p.name, 50);

cin >> p.age;

cin >> p.salary;

return p;

}

void display(person p)

{

cout << p.name << p.age << p.salary;

}