```c
1   #include <stdio.h>
2
3   struct MyData
4   {
5       int i;
6       float f;
7       double d;
8       char c;
9   };
10
11  int main(void)
12  {
13      //variable declarations
14      struct MyData data;
15
16      //code
17      //Assigning Data Values To The Data Members Of 'struct MyData'
18      data.i = 30;
19      data.f = 11.45f;
20      data.d = 1.2995;
21      data.c = 'A';
22
23      //Displaying Values Of The Data Members Of 'struct MyData'
24      printf("\n\n");
25      printf("DATA MEMBERS OF 'struct MyData' ARE : \n\n");
26      printf("i = %d\n", data.i);
27      printf("f = %f\n", data.f);
28      printf("d = %lf\n", data.d);
29      printf("c = %c\n\n", data.c);
30
31      printf("\n\n");
32      printf("ADDRESSES OF DATA MEMBERS OF 'struct MyData' ARE : \n\n");
33      printf("'i' Occupies Addresses From %p\n", &data.i);
34      printf("'f' Occupies Addresses From %p\n", &data.f);
35      printf("'d' Occupies Addresses From %p\n", &data.d);
36      printf("'c' Occupies Address %p\n\n", &data.c);
37
38      printf("Starting Address Of 'struct MyData' variable 'data' = %p\n\n", &data);
39
40      return(0);
41  }
42
43
```