

Design a structure named student to store data about student which

contains following data element :

Data Item Type Length

Rollno int -----

Name char 20

Department char 40

Year of joining int ----

Score float -----

Write a program to input data and display data.

```
#include <stdio.h>

// Define structure for student
struct student {
    int rollno;
    char name[20];
    char department[40];
    int year_of_joining;
    float score;
};

int main() {
    // Declare a variable of type struct student
    struct student s;

    // Input data
    printf("Enter Roll Number: ");
    scanf("%d", &s.rollno);

    printf("Enter Name: ");
    scanf("%s", s.name); // No need for %[^n]s, as scanf() with %s reads until whitespace.

    printf("Enter Department: ");
    scanf("%s", s.department); // Similarly, reads until whitespace.

    printf("Enter Year of Joining: ");
    scanf("%d", &s.year_of_joining);

    printf("Enter Score: ");
    scanf("%f", &s.score);
```

```
// Displaying data
printf("\nStudent Details\n");
printf("Roll Number: %d\n", s.rollno);
printf("Name: %s\n", s.name);
printf("Department: %s\n", s.department);
printf("Year of Joining: %d\n", s.year_of_joining);
printf("Score: %.2f\n", s.score);

return 0;
}
```