

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;
}
```