***Write a Program that uses two structures Result and Record. The result structure stores marks and grade, record structure stores roll no and Result type. The program declares a variable of type Record, inputs roll no, marks and grade. It finally displays these values on the screen.***

#include<iostream>

using namespace std;

struct result

{

int marks;

char grade;

};

struct record

{

int rollno;

result res;

};

void main()

{

system("color b0");

record red;

cout<<"Enter the Rollno#"<<endl;

cin>>red.rollno;

cout<<"Enter the marks"<<endl;

cin>>red.res.marks;

cout<<"Enter the grade"<<endl;

cin>>red.res.grade;

cout<<"\n\nROLL NUMBER IS:"<<red.rollno<<endl;

cout<<"MARKS ARE:"<<red.res.marks<<endl;

cout<<"GRADE IS:"<<red.res.grade<<endl;

getchar();

getchar();

}