lesson 31 struct

If we want to stock the phone number, address, name, etc.. of one student we are going to need an **array of characters**. But if we need to stock the number of videos he has watched, we use **int**, because this number isn't going to be static, which means it's going to increment each time.

Structures (also called structs) are a way to group several related variables into one place. Each variable in the structure is known as a member of the structure. Unlike an array, a structure can contain many **different data types** (int, float, char, etc.).

```
#include <stdio.h>

struct student {

char name[15], cell[20];

int videos;

//we declare the variables here

};

/*In the end we put a semicolon

the struct is defined globally (out of the main), so it's going to be visible and usable in all the functions including main function.

*/
```

```
int main() {
struct student x;
// x now contains all the variable in the struct student
printf("What is your name ? ");
scanf("%s", x.name);
/*
we put x. to select which variable you are going to read or write
*/
printf("what is your phone number? ");
scanf("%s", x.cell);
x.videos = 0;
printf("Hi %s!\n", x.name);
printf("cell :%s\n videos:%d ", x.cell, x.videos);
}
```

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