id , name , salary

Structure :   is a custom datatype that can contain a collection
of variables from different datatype

Structure Defination :

```
struct Employee {                    // 28 bytes
    int id ;          // 4 bytes
    char name [20] ;  //    20 bytes
    float salary ; //    4 bytes

} ;

int main (){
    struct Employee emp ;  //    instance   نسخة

    struct employee emp_arr[5] ;
}
```

Member variable :are variables that can ONLY be accessed by
an instance name followed by DOT (.)   them variable name
..

** it can also accessed by instance ADDRESS
followed by arrow sign (->)

(*ptr).memberVariable   === ptr -> member Variable

emp

```
{
int id ;
char name[20] ;
float salary ;}
```
2000

emparr[0]
```
{ int id ;
char name[20] ;
float salary ;}
```
3000

emparr[1]
```
{ int id ;
char name[20] ;
float salary ;}
```
3028

emparr[2]
```
{ int id ;
char name[20] ;
float salary ;}
```
3056

emparr[3]
```
{ int id ;
char name[20] ;
float salary ;}
```
3048

emparr[4]
```
{ int id ;
char name[20] ;
float salary ;}
```
3112

Structure Instance
 using array + Indexer
 emp_arr[0] .id == ptr[0].id

Structure Address
using pointer only
(*ptr).id === ptr -> id
 ptr + + ;