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//Program to pass structure variable as a parameter to a function
#include <iostream>
using namespace std;
struct Person{    //structure definition
    string name;
    int age;
    float height;
};
//function to take input
void getPersonData(Person& p){    //function has structure variable as a parameter with
reference
    cout<<"Enter Person Details:";
    cin>>p.name>>p.age>>p.height;
}
//function to display output
void showPersonData(Person p){    //function has structure variable as a parameter
    cout<<"Person Details"<<endl;
    cout<<"Name: "<<p.name<<endl;
    cout<<"Age: "<<p.age<<endl;
    cout<<"Height: "<<p.height<<endl;
}
//main function
int main()
{
    Person per;
    getPersonData(per);
    showPersonData(per);
    return 0;
}
```