Assignment 10

**a) structs may contain variables of only one data type.**

False, they can contain variables of multiple data types.

**b) Two unions can be compared (using ==) to determine whether they’re equal.**

False, they cant be directly compared using ==. In a union different data types share the same memory. data stored in the union might be different even though its in the same memory space

**c) The tag name of a struct is optional.**

False, it is not optional. it won't be possible to declare variables of that struct type without a tag name

**d) Members of different structs must have unique names.**

False, they can have the same names. There is no issue with having members with the same name in different structs, but within the same struct, members must have unique names.

**e) Keyword typedef is used to define new data types.**

True

**f) structs are always passed to functions by reference.**

False, it's possible to pass structs by reference using pointers

**g) structs may not be compared by using operators == and !=.**

False, they can be compared using == and !=. If all the members of two structs are equal, then the structs themselves are considered equal.