**pointers for structure type**

Structures can be created and accessed using pointers. A pointer variable of a structure can be created as below:

struct name {  
 member1;  
 member2;  
 .  
};  
  
int main()  
{  
 struct name \*ptr;  
}

**Ex :**

#include <stdio.h>  
struct Book  
{  
 char name[10];  
 int price;  
}  
  
int main()  
{  
 struct Book a; //Single structure variable  
 struct Book\* ptr; //Pointer of Structure type  
 ptr = &a;  
   
 return 0;  
}

**Accessing Structure Members with Pointer**

To access members of structure using the structure variable, we used the dot . operator. But when we have a pointer of structure type, we use arrow **->** to access structure members.

#include <stdio.h>

struct student {

char name[20];

int number;

int rank;

};

int main()

{

struct student variable = {"rajat", 35, 1};

struct student \*ptr;

ptr = &variable;

printf("NAME: %s\n", ptr->name);

printf("NUMBER: %d\n", ptr->number);

printf("RANK: %d", ptr->rank);

return 0;

}

Output :   
NAME: rajat  
NUMBER: 35  
RANK: 1