Pgm 7.2.1 struct student { int regno; int contactno; char * name; struct address Address; }

Declare a pointer to this structure and allocate memory dynamically for 5 students. Implement functions(read and display) to read data for 5 students and print the same.

Code:

```
#include <stdio.h>
#include <stdlib.h>
struct address
int dno;
 char street[10];
 char area[10];
 char city[10];
struct student
int regno;
 int contactno;
 char * name;
 struct address ad;
};
void write(struct student *ptri)
 printf(" \n name \n");
 char* cptr = malloc(20);
 scanf("%s",cptr);
```

```
ptri->name = cptr;
 printf(" \n regno \n");
 scanf("%d",&(ptri->regno));
 printf(" \n contact No \n");
 scanf("%d",&(ptri->contactno));
 printf(" \n d.no \n");
 scanf("%d",&(ptri->ad.dno));
 printf(" \n street \n");
 scanf("%s",(ptri->ad.street));
 printf(" \n area \n");
 scanf("%s",(ptri->ad.area));
 printf(" \n city \n");
 scanf("%s",(ptri->ad.city));
void read(struct student *ptri)
     printf(" \n name: %s\n",(ptri->name));
 printf(" \n regno: %d \n",(ptri->regno));
 printf(" \n contact: %d\n",(ptri->contactno));
 printf(" \n dno: %d\n",(ptri->ad.dno));
 printf(" \n street : %s\n",(ptri->ad.street));
 printf(" \n area : %s\n",(ptri->ad.area));
 printf(" \n city : %s\n",(ptri->ad.city));
int main()
struct student *ptr;
 ptr = malloc(5*sizeof(struct student));
 for (struct student* i = ptr; i < (ptr+5); i++) {</pre>
 printf("\n writing data for Student %d\n", (int)(i-ptr+1));
 write(i);
 for (struct student* i = ptr; i < (ptr+5); i++) {</pre>
 printf("\n reading data from Student %d\n", (int)(i-ptr+1));
 read(i);
 return 0;
```

Output and code screenshots:







