```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

// Structure of type student
struct student {
   int stud_id;
   int name_len;
   int struct_size;
   char stud_name[0];
   // variable length array must be
   // last.
};

// Memory allocation and initialisation of structure
struct student* createStudent(struct student* s, int id,
                        char a[])
{
   s = alloca(sizeof(*s) + sizeof(char) * strlen(a));

   s->stud_id = id;
   s->name_len = strlen(a);
   strcpy(s->stud_name, a);

   s->struct_size
```

```
        = (sizeof(*s)
          + sizeof(char) * strlen(s->stud_name));

    return s;
}

// Print student details
void printStudent(struct student* s)
{
    printf("Student_id : %d\n"
           "Stud_Name : %s\n"
           "Name_Length: %d\n"
           "Allocated_Struct_size: %d\n\n",
           s->stud_id, s->stud_name, s->name_len,
           s->struct_size);

    // Value of Allocated_Struct_size here is in bytes.
}

// Driver Code
int main()
{
    struct student *s1, *s2;

    s1 = createStudent(s1, 523, "Sanjayulsha");
```

```
    s2 = createStudent(s2, 535, "Cherry");

    printStudent(s1);
    printStudent(s2);

    // size in bytes
    printf("Size of Struct student: %lu\n",
          sizeof(struct student));
    // size in bytes
    printf("Size of Struct pointer: %lu", sizeof(s1));

    return 0;
}
/*Output
Student_id : 523
Stud_Name : Sanjayulsha
Name_Length: 11
Allocated_Struct_size: 23

Student_id : 535
Stud_Name : Cherry
Name_Length: 6
Allocated_Struct_size: 18
*/
```