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-	
	Chapter 9 - Structures
_	laser with me del ships till hand and " was
	Arrays and strings => Similar data (int, floot, cher)
_	a constant and the state of the
1	Structures can hold => dissimilar data
	The state of the s
	Syntax for creating Structures A C Structure can be created as follows:
	1) C Gleve time can be used to follows:
	All al year blooming the idea waterday
	struct employee &
	int code; => This declares a new
	int code; => This declares a new float salary; user defined data - type!
	float salary .
4	char name (10];
11	semicolon is important
	3cm/colon 15 important
	We can use this user defined data type as follows:
	We wan use this user metica wind type as follows.
	Struct employee e1; => creating a structure variable
	State complete C1; — Clarity a state warmen
	Stropy (e1. name, "Harry");
	e1. code = 100;
_	e1. Salary = 71.22;
_	6- A clevalue in C is A calledian at variables
_	So a structure in C is a collection of variables of different types under a single name
_	of sufferent types where he single have
_	O. b. O Islaile a program to a love the I taile
_	Quick Quiz: Write a program to store the details
_	of 3 employees from user defined data. Use the structure declared above.
_	
	The street life to the street of a street of the street of
_	

structures?
Structures?  Create the data types in the employee separately but when the number of in a structure increases, it becomes for us to create data variables without s. In a nut shell:
separately but when the number of
in a skucture increases it become
Par 111 to Create data Variables 1111
To mut chill:
s. In a run spen
C 17 17 MILE TO THE RESERVE OF THE STATE OF
make data mangement easy for the
make wata mangement thay for the
er. Employer trucks
Skructures
e on array of integers, an array of floats
n array of characters, we can create
e on array of integers, an array of floats in array of characters, we can create ray of structures.
nployce facebook [100]: => An array of
Structures
Lastruck Comployer Cold
access the data using
? [0]. Code = 100;
k[1]. Code = 10 1; 1991 = wald 19
000 & 50 on
I So a structure in C is a scalart
Structures (an also be initialized as fo) lows:
(an also be initialized as follows:
THAT AND
mployce harry = \( \frac{1}{2} \) 100, 71.22, "Harry" \( \frac{3}{2} \);
TARLES V. S. L. D. & B. L. Mark M. P. A. L. M. M. C. L. M
employee shubb = {0}; => All clements set to 0

	Structures in memory and a majorial amount
	Structures in memory Structures are stored in contiguous memory locations For the structure e1 of type struct employee, memory layout looks like this:
	For the structure en al Libe Struct employee memory
	layout looks like this
-	Word Stone ( Short employer (): or further by
	The state of the s
	100 171.22 "Harry"
1	Address > 78810 78814 78818
+	HUWWS -> 70010 78814 18818
+	In an account of the small with and
1	In an array of structures, these employee instances are stored adjacent to each other.
-	rute stored vagacent to each other.
+	TOTAL AND A STATE OF PARTY AND A STATE OF THE STATE OF TH
+	Pointer to structures A pointer to structure can be created as follows:
+	A pointer to structure can be created as follows:
1	(36 00) 1178
1	Struct employee * ptr; ptr= & e1;
-	ptr= 2ei
$\perp$	
	Now we can print structure elements using:
L	Hope to struct conditions
	print [ " % d" (* ptr). (ade);
	Look in a cold
	Arrow Operator
	Instead of writing (* Phtr). Code, we can use arrow operator to access structure properties as follows
	operator to access + structure properties as follows
-	Opening to formate proportion as to thous
-	(x ptx)·lade Ox ptx -> Code
-	( ) www or your will
-	Here -> is known as the arrow operator.
_	Here -> is known as the arrow operator.
	· ·

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/	Passing Skycture to a function	
-ure	Passing Structure to a function A structure can be passed to a function like any other data type.	fust
/	Void Show (Struct employee e); => Function	prototype
	Quick Quiz: Complete this show function to the Content of employee.	display
	Typedef keyword We can use the typedef keyword to commonly used with structions  Expedef is more commonly used with structions	clate C. ures.
	Struct complex & Struct complex C_1, C float ing; for defining complex 3;	numbers
	typedef Struct Complex & floor real; float iny; => Complex No C1, C2	;
	3 Complex No: for Jefining Comple	number
	tere -> 15 known at the award of the rates.	
-		~