```
1 #include <stdio.h>
 2
 3 // DEFINING STRUCT
 4 struct MyData
 5 {
 6
       int *ptr_i;
 7
       int i;
 8
 9
       float *ptr_f;
10
       float f;
11
12
       double *ptr_d;
       double d;
13
14 };
15
16 int main(void)
17 {
       //variable declarations
       struct MyData data;
19
20
21
       //code
22
       data.i = 9;
23
       data.ptr_i = &data.i;
24
25
       data.f = 11.45f;
       data.ptr_f = &data.f;
26
27
28
       data.d = 30.121995;
       data.ptr_d = &data.d;
29
30
31
       printf("\n\n");
       printf("i = %d\n", *(data.ptr_i));
32
       printf("Adress Of 'i' = %p\n", data.ptr_i);
33
34
35
       printf("\n\n");
       printf("f = %f\n", *(data.ptr_f));
36
       printf("Adress Of 'f' = %p\n", data.ptr_f);
37
38
39
       printf("\n\n");
       printf("d = %lf\n", *(data.ptr_d));
40
41
       printf("Adress Of 'd' = %p\n", data.ptr_d);
42
43
       return(0);
44 }
45
46
47
```