

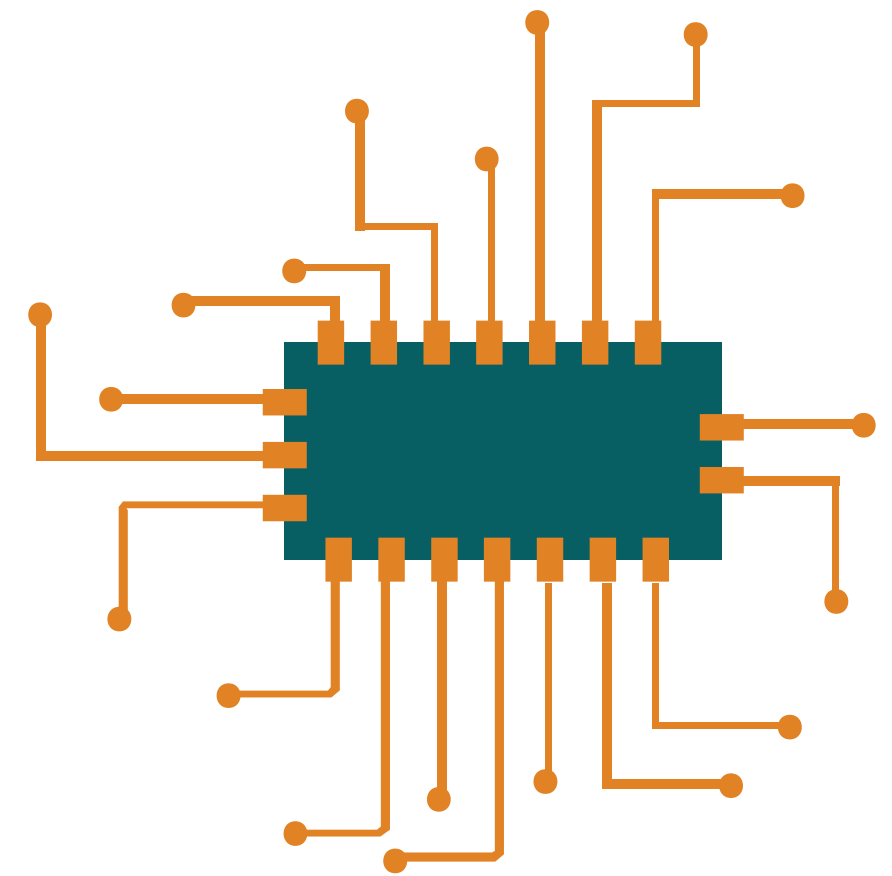


# EMBEDDED SYSTEMS

## TRACK-TASK 4

---

C language Structures





# ASSIGNMENT 1

## Struct:

- **Create a struct** named `student_info` which stores the roll number, name, age, address and marks of 15 students then write a program that prints all the info related to each of the 15 students.
- **For the previous problem,** write a function that accepts the `student_info` as an input argument and prints the info of the 15 students, and returns the number of students with marks less than 12 if the full mark is 20.



# ASSIGNMENT 2

## Struct:

- **Write a program to** compare two dates entered by the user as strings. Make a structure named Date to store the elements day, month, and year to store the dates. If the dates are equal, display "Dates are equal" otherwise display "Dates are not equal".
- **Create a struct** named info that stores the name and age of a person then create an object and a pointer of type info then make the pointer pointing to the object after that print the name and age stored in the object BUT using the pointer.



# ASSIGNMENT 3

## Struct:

- **Create a struct** named test that stores the following in the same order: o Int id o String name o Char class\_id Now print the size of the struct in this case change the order of definition of the string to be the first then print the size again. Is there any difference? Explain your answer.



**ENOUGH POINTERS , HUH?**