**STRUCTURE IN C:-**

* IT IS A USER DEFINED DATATYPE
* COMBINE DATA OF DIFFERENT DATATYPES
* SIMILAR TO ARRAY BUT CAN STORE DATA OF ANY DATA TYPE (MORE USEFUL)

EG:-

// We want to store info of employee

* Name
* Add
* Email
* id

Struct employee

{

char name[20];

char add[50];

int id;

};

Struct employee e1,e2;

**Nested Structure in C**

One structure can be declared inside another structure in the same way structure members are declared inside a structure.

Accessing member syntax

 comp.emp.e\_id = 101;

**Array of structure in C**

collection of different datatype variables, grouped together under a single name.

EG:-

structures that stores information of 5 students

**struct** student{

**int** rollno;

**char** name[10];

};

**struct** student st[5];

UNION

* A union is also a collection of different data types in C but that allows to store different data types in the same memory location.​
* User can define a union with many members, but only one member can contain a value at any given time.​
* Unions provide an efficient way of using the same memory location for multiple-purpose.

QUESTIONS:-

1) Can we use access specifiers(private, public, protected) with structures?

2)how to declare structure in c

3)What is the size of a C structure?

4)The correct syntax to access the member of the 2nd structure in the array of structures is?

struct temp {

int b;

}s[50];