**C++ Program to Store Information of a Student in a Structure**

This program stores the information (name, roll and marks entered by the user) of a student in a structure and displays it on the screen.

To understand this example, you should have the knowledge of the following [C++ programming](https://www.programiz.com/cpp-programming) topics:

* [C++ Structures](https://www.programiz.com/cpp-programming/structure)
* [C++ Strings](https://www.programiz.com/cpp-programming/strings)

In this program, a structure(student) is created which contains name, roll and marks as its data member. Then, a structure variable(s) is created. Then, data (name, roll and marks) is taken from user and stored in data members of structure variable s. Finally, the data entered by user is displayed.

**Example: Store and Display Information Using Structure**

#include <iostream>

using namespace std;

struct student

{

char name[50];

int roll;

float marks;

};

int main()

{

student s;

cout << "Enter information," << endl;

cout << "Enter name: ";

cin >> s.name;

cout << "Enter roll number: ";

cin >> s.roll;

cout << "Enter marks: ";

cin >> s.marks;

cout << "\nDisplaying Information," << endl;

cout << "Name: " << s.name << endl;

cout << "Roll: " << s.roll << endl;

cout << "Marks: " << s.marks << endl;

return 0;

}

**Output**

Enter information,

Enter name: Bill

Enter roll number: 4

Enter marks: 55.6

Displaying Information,

Name: Bill

Roll: 4

Marks: 55.6

In this program, student (structure) is created.

This structure has three members: name (string), roll (integer) and marks (float).

Then, a structure variable s is created to store information and display it on the screen.