Unit V

Structure

syntax

struct identity

{

data type1;

data type2;

data type3;

.

.

.

};

Q. 1 Write a program to store and display student information using structure.

struct student

{

int roll\_no;

float per;

char name[20];

};

void main()

{

struct student s;

clrscr();

printf(“enter roll no, percentage and name of student=”);

scanf(“%d %f %s”,&s.roll\_no,&s.per,&s.name);

printf(“\nRoll no=%d\n Percentage=%f\n Name=%s”,s.roll\_no, s.per, s.name);

getch();

}

Output

**Enter roll no, percentage and name of student=101 85.34 Ram**

**Roll no=101**

**percentage=85.34**

**Name=Ram**

Q.

struct student

{

int roll\_no;

float per;

char name[20];

};

void main()

{

struct student s={101, 85.50,”Ram”};

clrscr();

printf(“Roll no=%d\n Percentage=%f\n Name=%s”, s.roll\_no, s.per. s.name);

getch();

}

**Output**

**Roll no=101**

**Percentage=85.50**

**Name=Ram**

Q. Write a program to store and display employee details.

struct employee

{

int emp\_id;

char name[20];

float salary;

};

void main()

{

struct employee e;

clrscr();

printf(“enter emp id, name and salary=”);

scanf(“%d %s %f”, &e.emp\_id, &e.name, &e.salary);

printf(“\nEmployee id=%d\n Name=%s\n Salary=%f”, e.empi\_id, e.name, e.salary);

getch();

}

**Output**

**enter emp id, name and salary=11 ram 10,000**

**Employee id =11**

**Name=ram**

**Salary=10,000**

**Array of structure**

Q. Write a program to store and display information 5 students.

struct student

{

int roll\_no;

char name[20];

float per;

};

void main()

{

struct student s[5];

int i;

clrscr();

for(i=0;i<5;i++)

{

printf(“Enter roll\_no=”);

scanf(“%d”,&s[i].roll\_no);

printf(“\nEnter Name=”);

scanf(“%s”,&s[i].name);

printf(“\nEnter percentage=”);

scanf(“%f”, &s[i].per);

}

// Display

For(i=0;i<5;i++)

{

printf(“\nroll no=%d\n Name=%s\n Percentage=%f”,s[i].roll\_no,s[i].name, s[i].per);

}

getch();

}

Output

Enter roll no=1

enter name= ram

enter per=75.56

enter roll no=2

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