

```
typedef struct {
    char name[10]; int age; float salary;
} humanBeing
```

• This says that humanBeing is the name of the type defined by the structure definition, and we may follow this definition with declarations of variables such as: humanBeing person1, person2;

### Function to check equality of structures

```
#define FALSE 0
#define TRUE 1
int humansEqual(humanBeing person1, humanBeing person2)
{
    if (strcmp(person1.name, person2.name))
        return FALSE;
    if (person1.age != person2.age)
        return FALSE;
    if (person1.salary != person2.salary)
        return FALSE;
    return TRUE;
}
```

• We can also embed a structure within a structure. For example, associated with our humanBeing structure we may wish to include the date of his or her birth.

```
typedef struct {
    int month; int day; int year;
} date;

typedef struct {
    char name[10]; int age; float salary; date dob;
} humanBeing;
```

• A person born on February 11, 1944, would have the values for the date struct set as: `person1.dob.month = 2; person1.dob.day = 11;`  
`person1.dob.year = 1944;`