

//C program to demonstrate use of Structure in Library System.

```
#include <stdio.h>
```

```
#include <string.h>
```

```
struct Book{
```

```
    int  book_id;
```

```
    char book_title[30];
```

```
    char book_publisher[30];
```

```
    char book_subject[30];
```

```
};
```

```
void main( ) {
```

```
    struct Book myBook; // Declare variable of type Book
```

```
    //Initialise values to myBook variable
```

```
    myBook.book_id=101;
```

```
    printf("Enter Book Title:");
```

```
    gets(myBook.book_title);
```

```
    printf("Enter Book Publisher Name:");
```

```
    gets(myBook.book_publisher);
```

```
printf("Enter Book Subject:");  
gets(myBook.book_subject);  
  
/* print myBook details */  
printf( "Book ID: %d\n", myBook.book_id);  
printf( "Book Title: %s\n", myBook.book_title);  
printf( "Book Publisher Name : %s\n", myBook.book_publisher);  
printf( "Book Subject : %s\n", myBook.book_subject);  
}
```

write a c program to demonstrate union

```
#include <stdio.h>
```

```
union student
```

```
{
```

```
    int rollNo;
```

```
    char name[32];
```

```
    double marks;
```

```
};
```

```
union student s;
```

```
int main()
```

```
{
```

```
    printf("Size of the Union = %d bytes\n", sizeof(union student));
```

```
    printf("Enter Name:- ");
```

```
    scanf("%s",s.name);
```

```
    printf("Student name is %s\n",s.name);
```

```
    printf("Enter Roll no:- ");
```

```
    scanf("%d",&s.rollNo);
```

```
    printf("Student roll no is %d\n",s.rollNo);
```

```
    printf("Enter Marks:- ");
```

```
    scanf("%lf",&s.marks);
```

```
    printf("Student percentage is %g\n",s.marks);
```

```
//Print Other members  
printf("Student name is %s\n",s.name);  
printf("Student roll no is %d\n",s.rollNo);  
  
return 0;  
}
```