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| **ARRAY** | **STRUCTURES** |
| All the elements of an Array will be of same DT | The fields of a structure may or may not be of the same DT |
| All the elements of an Array will be of same size | The fields of a structure may or may not be of the same size |
| All the elements will represent the same data of different objects | The fields of a structure, represent different data/info about the same entity/object |
| An Array stores the data of each column from a table | A Structure stores the data of each row/tuple from a table |
| All elements of an Array are stored in continuous memory location | All members of a structure variable are stored in continuous memory location |
| To access a specific member of an Array, we use [] with an index | To access a specific member of a structure, we use dot(.) operator |
| We can create an Array of structures | We can create a structure with arrays as its members |
| We can have an Array of Arrays  Eg., 2D or 3D Array | We can have a structure with in a structure |
| We can create a pointer to an Array | We can create a pointer to a structure |
| Pointer uses [] to access the elements of an Array | Pointer uses -> to access the elements of a structure |
| In Array, there is no Padding | Padding may or may not happen to the fields of a structure |