

```

1  #include<stdio.h>
2  #include<string.h>
3  struct student{
4      char name[20];
5      int rollNo;
6      int marks;
7      float percentage;
8  }s3,s4;
9
10 int main(){
11     struct student s1;
12     struct student s2={.name="suresh",.percentage=32.22,.marks=56};
13     //printf("%d",sizeof(s1));
14     //struct student students[60];
15     //printf("%d",sizeof(students));
16
17     /*s1.marks=20;
18     s1.percentage=35.34;
19     s1.rollNo=34;
20     strcpy(s1.name,"suresh");*/
21
22     printf("Name: %s\n",s2.name);
23     printf("Roll no: %d\n",s2.rollNo);
24     printf("Marks: %d\n",s2.marks);
25     printf("Percentage: %f\n\n",s2.percentage);
26
27
28     /*for(int i=0;i<3;i++){
29         printf("Enter Student %d Details\n",i+1);
30         printf("Enter name: ");
31         scanf("%s",students[i].name);
32         printf("Enter roll no: ");
33         scanf("%d",&students[i].rollNo);
34         printf("Enter marks: ");
35         scanf("%d",&students[i].marks);
36         printf("Enter percentage: ");
37         scanf("%f",&students[i].percentage);
38     }
39
40
41     printf("===student details===\n");
42     for(int i=0;i<3;i++){
43         printf("Name: %s\n",students[i].name);
44         printf("Roll no: %d\n",students[i].rollNo);
45         printf("Marks: %d\n",students[i].marks);
46         printf("Percentage: %f\n\n",students[i].percentage);
47     }*/
48
49     return 0;
50 }
51

```