

Structures in C

A structure is a user-defined data type that groups related variables of different types.

Syntax:

```
struct StructureName {  
    datatype member1;  
    datatype member2;  
};
```

Example:

```
struct Student {  
    int id;  
    char name[50];  
};  
  
struct Student s1 = {101, "Alice"};  
printf("ID: %d", s1.id);
```