

# Data Structure

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# Passing Individual Members

```
typedef struct struct-name
{
    Data-type var_name;
    Data-type var_name;
    Data-type var_name;
    .....
};
struct struct_name struct_var;
void fun_name(Data-type,....)
void Fun(arg1,...)
{
    body
}
```

# Passing the Entire Structure

```
typedef struct struct-name
{
    Data-type var_name;
    Data-type var_name;
    Data-type var_name;
    .....
};
struct struct_name struct_var;
void fun_name(struct_var)
void Fun(struct_var arg1)
{
    body
}
```