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UNIT-V STRUCTURES AND UNIONS

Topic: Structures

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Structures



C Structures

Structure is a user-defined datatype in [C language](#) which allows us to combine data of different types together. Structure helps to construct a complex data type which is more meaningful. It is somewhat similar to an [Array](#), but an array holds data of similar type only. But structure on the other hand, can store data of any type, which is practical more useful.

For example: If I have to write a program to store Student information, which will have Student's name, age, branch, permanent address, father's name etc, which included string values, integer values etc, how can I use arrays for this problem, I will require something which can hold data of different types together.

In structure, data is stored in form of **records**.



Structures



Defining a structure

`struct` keyword is used to define a structure. `struct` defines a new data type which is a collection of primary and derived data types.

Syntax:

```
struct [structure_tag]
{
    //member variable 1
    //member variable 2
    //member variable 3
    ...
}[structure_variables];
```



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Example of Structure

```
struct Student
{
    char name[25];
    int age;
    char branch[10];
    // F for female and M for male
    char gender;
};
```

Here `struct Student` declares a structure to hold the details of a student which consists of 4 data fields, namely `name`, `age`, `branch` and `gender`. These fields are called **structure elements or members**.

Each member can have different datatype, like in this case, `name` is an array of `char` type and `age` is of `int` type etc. **Student** is the name of the structure and is called as the **structure tag**.



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Declaring Structure Variables

It is possible to declare variables of a **structure**, either along with structure definition or after the structure is defined. **Structure variable** declaration is similar to the declaration of any normal variable of any other datatype. Structure variables can be declared in following two ways:



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1) Declaring Structure variables separately

```
struct Student
{
    char name[25];
    int age;
    char branch[10];
    //F for female and M for male
    char gender;
};

struct Student S1, S2;    //declaring variables of struct Student
```

2) Declaring Structure variables with structure definition

```
struct Student
{
    char name[25];
    int age;
    char branch[10];
    //F for female and M for male
    char gender;
}S1, S2;
```

Here **S1** and **S2** are variables of structure **Student**. However this approach is not much recommended.



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Accessing Structure Members

Structure members can be accessed and assigned values in a number of ways. Structure members have no meaning individually without the structure. In order to assign a value to any structure member, the member name must be linked with the **structure** variable using a dot `.` operator also called **period** or **member access** operator.



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For example:

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

struct Student
{
    char name[25];
    int age;
    char branch[10];
    //F for female and M for male
    char gender;
};
```

OUTPUT:

```
Name of Student 1: Viraaaj
Age of Student 1: 18
```

```
int main()
{
    struct Student s1;

    /*
     s1 is a variable of Student type and
     age is a member of Student
    */
    s1.age = 18;
    /*
     using string function to add name
    */
    strcpy(s1.name, "Viraaaj");
    /*
     displaying the stored values
    */
    printf("Name of Student 1: %s\n", s1.name);
    printf("Age of Student 1: %d\n", s1.age);

    return 0;
}
```




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Structure Initialization

Like a variable of any other datatype, structure variable can also be initialized at compile time.

```
struct Patient
{
    float height;
    int weight;
    int age;
};

struct Patient p1 = { 180.75 , 73, 23 }; //initialization
```

or

```
struct Patient p1;
p1.height = 180.75; //initialization of each member separately
p1.weight = 73;
p1.age = 23;
```



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Array of Structure

We can also declare an array of **structure** variables. in which each element of the array will represent a **structure** variable. **Example :** `struct employee emp[5];`

The below program defines an array `emp` of size 5. Each element of the array `emp` is of type `Employee`.



```
#include<stdio.h>

struct Employee
{
    char ename[10];
    int sal;
};

struct Employee emp[5];
int i, j;
void ask()
{
    for(i = 0; i < 3; i++)
    {
        printf("\nEnter %dst Employee record:\n", i+1);
        printf("\nEnter name:\t");
        scanf("%s", emp[i].ename);
        printf("\nEnter Salary:\t");
        scanf("%d", &emp[i].sal);
    }
    printf("\nDisplaying Employee record:\n");
    for(i = 0; i < 3; i++)
    {
        printf("\nEnter name is %s", emp[i].ename);
        printf("\nEnter salary is %d", emp[i].sal);
    }
}
```

```
void main()
{
    ask();
}
```



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Nested Structures

Nesting of structures, is also permitted in C language. Nested structures means, that one structure has another structure as member [variable](#).

Example:

```
struct Student
{
    char[30] name;
    int age;
    /* here Address is a structure */
    struct Address
    {
        char[50] locality;
        char[50] city;
        int pincode;
    }addr;
};
```



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Structure as Function Arguments

We can pass a structure as a function argument just like we pass any other variable or an array as a function argument.

Example:

```
#include<stdio.h>

struct Student
{
    char name[10];
    int roll;
};

void show(struct Student st);
```

```
void main()
{
    struct Student std;
    printf("\nEnter Student record:\n");
    printf("\nStudent name:\t");
    scanf("%s", std.name);
    printf("\nEnter Student rollno.:\t");
    scanf("%d", &std.roll);
    show(std);
}
```

```
void show(struct Student st)
{
    printf("\nstudent name is %s", st.name);
    printf("\nroll is %d", st.roll);
}
```



Thank You!