

# VIBHA COMPUTER

# SCIENCE INSTITUTE

## Structure

A structure is a collection or group of logically related variable with different datatypes (primitive or derived) referenced under one name

⇒ The keyword of structure is struct.  
By default datamembers of structure is public.

⇒ structure is a user defined datatype  
It's datamember are accessed using . dot operator.

eg

Student	
char Name	
int Rollno	
int Marks	
float per	
char Address	

```

struct student
{
    char Name[30];
    int Rollno;
    int Marks;
    float per;
    char Address[45];
};
    
```

Accessed

- R. Name;
- R. Rollno;
- R. Marks;
- R. per;
- R. Address;

student R;

NOTES:

same

Book
Name
Author
price
publication
Book B

APPOINTMENTS:

Teacher
Name
Subject
Salary
phno

Teacher T;

PHONE/E-MAIL:

## Syntax

```
struct structurename
{
```

```
datatype variablename[size];
datatype variablename[size];
```

```
};
```

```
structurename object;
```

eg

```
struct teacher
{
char Name[30];
char subject[35];
float salary;
long int phonenumber;
};

teacher T;
```

```
struct Book
{
char Name[40];
char Author[30];
float price;
char publication[45];
};

Book B;
```

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Q Write a program in c++ to accept and display the details of student using structure.

Name
Rollno
marks
per
Address

```
#include <iostream.h>
#include <conio.h>
void
```

```
struct student
{
    char Name [30];
    int Rollno;
    int marks;
    float per;
    char Address [45];
};
```

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```
void main ( )
```

```
{
    clrscr();
```

```
    student R;
```

```
    cout << "Enter details of student";
```

```
    cout << "\n Enter Name";
```

```
    cin >> R. Name;
```

```
    cout << "\n Enter Rollno";
```

```
    cin >> R. Rollno;
```

```
    cout << "\n Enter marks";
```

```
    cin >> R. marks
```

```
    cout << "\n Enter per";
```

```
    cin >> R. per;
```

```
    cout << "Enter Address";
```

```
    cin >> R. Address;
```

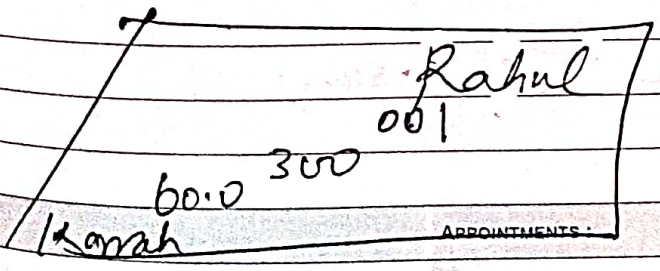
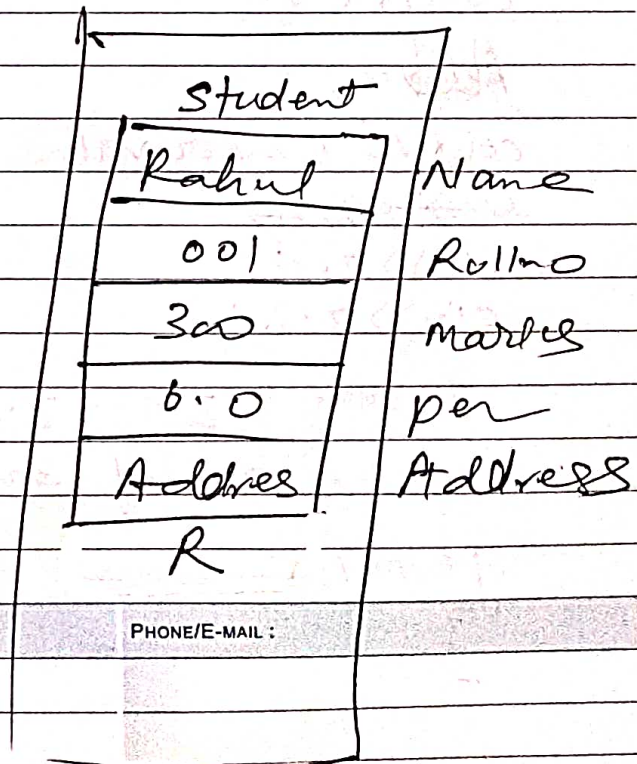
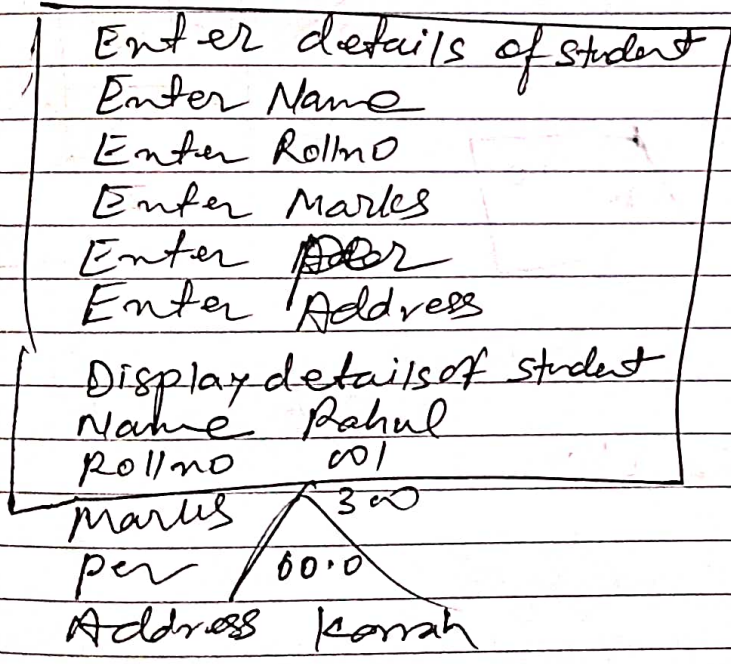
NOTES :

PHONE/E-MAIL :

```

cout << "Display details of student";
cout << "\n Name " << R.Name;
cout << "\n Rollno " << R.Rollno;
cout << "\n marks " << R.Marks;
cout << "\n per " << R.per;
cout << "\n Address " << R.Address;

getch();
}
  
```



NOTES:

APPOINTMENTS:

PHONE/E-MAIL:

sum = a + b

February 2018							March 2018							
2	S	M	T	W	T	F	S	S	M	T	W	T	F	S
0					01	02	03	04	05	06	07	08	09	10
1	04	05	06	07	08	09	10	11	12	13	14	15	16	17
8	18	19	20	21	22	23	24	25	26	27	28	29	30	31

Q Write a program in c++ to Add two number using structure.

10:00

```
#include <iostream.h>
#include <conio.h>
```

11:00

```
struct Add
{
```

LUNCH

```
int a;
int b;
int sum;
};
```

02:00

03:00

04:00

```
void main()
{
```

05:00

EVE

```
clrscr();
Add z;
```

07:00

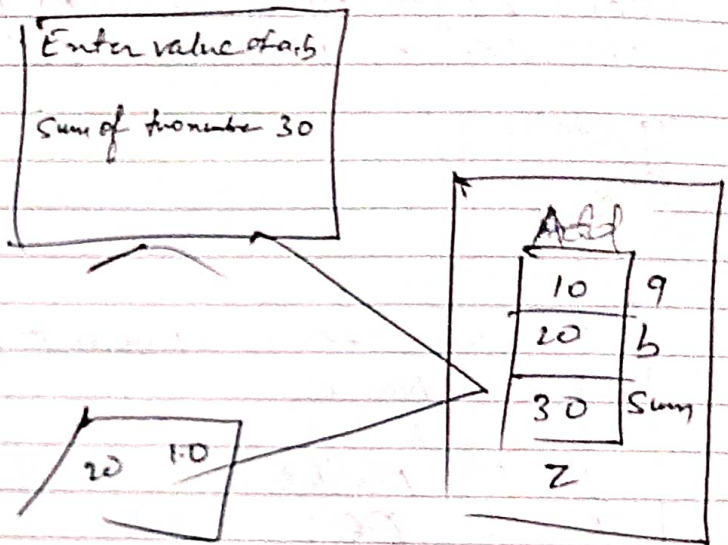
```
cout << "Enter value of a,b";
```

```
cin >> z.a;
cin >> z.b;
```

```
z.sum = z.a + z.b;
```

```
cout << "sum of two number" << z.sum;
```

```
getch();
}
```



NOTES :

APPOINTMENTS :

PHONE/E-MAIL :

# Nested Structure

Nested structure means structure within structure.  
 A structure containing object of another structure.

e.g

```

struct address
{
    int houseNo;
    char city[30];
    char area[30];
    int pincode;
};
    
```

```

struct dateofbirth
{
    int dd;
    int mm;
    int yy;
};
    
```

```

struct student
{
    int rollno;
    char name[30];
    int marks;
    float per;
    address add;
    dateofbirth dob;
};
    
```

## Syntax

```

struct structurename1
{
    datamember;
    datamember;
    ;
};
    
```

```

struct structurename2
{
    datamember;
    datamember;
    ;
};
    
```

```

struct structurename
{
    datamember;
    structurename1 obj1;
    structurename2 obj2;
    datamember;
};
structurename obj;
    
```

Student Z;

NOTES:

APPOINTMENT

PHONE/EMAIL:

APRIL

04

14th Week • 094-271

Wednesday

March 2018							April 2018						
S	M	T	W	T	F	S	S	M	T	W	T	F	S
				01	02	03	01	02	03	04	05	06	07
04	05	06	07	08	09	10	08	09	10	11	12	13	14
11	12	13	14	15	16	17	15	16	17	18	19	20	21
18	19	20	21	22	23	24	22	23	24	25	26	27	28
25	26	27	28	29	30	31	29	30					

# Structure initialization

eg  
struct Teacher

```

{
  char name[30];
  char subject[40];
  float salary;
  int age;
  long int phone;
};

```

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Teacher T1;

T1 = { "Rahul", "computer", 10000.0, 28, {9905103788} };

Teacher T2 = { "Pappu", "physics", 20000, 35, {9977998888} };

Teacher T3;

T3 = T1;

NOTES :

APPOINTMENTS :

PHONE/E-MAIL :

Extra  
Initialization for basic program

Student z = { 1, "Rahul", 300, 60.0, {5, "hcb", "maths", 825302}, {07, 01, 200} };