

ARRAY OF STRUCTURES

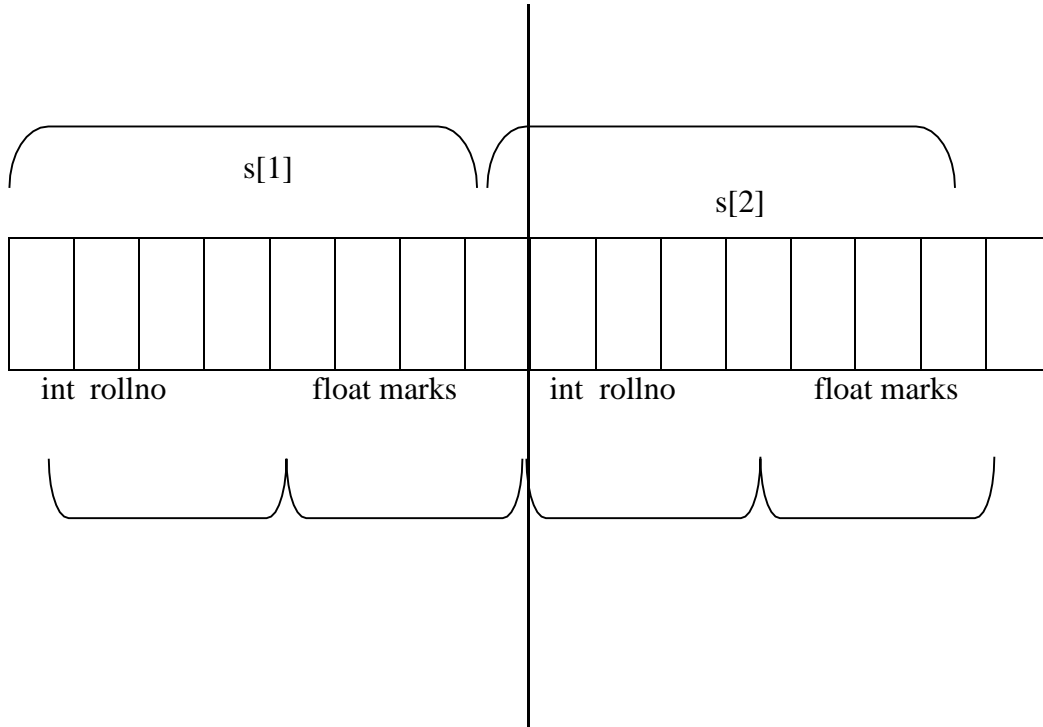
The array of structures is used to store information about multiple entities of different data types. The array of structures is also known as the collection of structures. An array of structures in C can be defined as the collection of multiple structures variables where each variable contains information about different entities.

Syntax

```
struct structname
{
    Datatype member1;
    Datatype member2;
    . . .
    Datatype member n;
}arrayname[ size];
struct structurename
{
    Datatype member1;
    Datatype member2;
    . . .
    Datatype member n;
};
void main()
{
    struct structurename arrayname[size];
}
```

Example

```
struct student
{
    int rollno;
    float marks;
}s[2];
```



Array of Structures for student structure

Program

```
#include<stdio.h>
#include <conio.h>
struct student
{
    int rollno;
    char name[10];
};
void main()
{
    int i;
    struct student st[5];
    printf("Enter Records of 5 students");
    for(i=0;i<5;i++)
    {
        printf("\nEnter Rollno:");
        scanf("%d",&st[i].rollno);
        printf("\nEnter Name:");
        scanf("%s",st[i].name);
    }
    printf("\nStudent Information List:");
    for(i=0;i<5;i++)
    {
        printf("\nRollno:%d, Name:%s",st[i].rollno,st[i].name);
    }
    getch();
}
```

Output:

Enter Records of 5 students

Enter Rollno:1

Enter Name:Sonu

Enter Rollno:2

Enter Name:Ratan

Enter Rollno:3

Enter Name:Vimal

Enter Rollno:4

Enter Name:James

Enter Rollno:5

Enter Name:Raja

Student Information List:

Rollno:1, Name:Sonu

Rollno:2, Name:Ratan

Rollno:3, Name:Vimal

Rollno:4, Name:James

Rollno:5, Name:Raja