

# **16. STRUCTURES, UNIONS, AND ENUMERATIONS**

# Declaring Structures

- A structure is a collection of one or more components (members), which may be of different types. (Structures are called records in many other programming languages; members are known as fields.)

- Declaring structure variables can be done as follows:

```
struct {  
char name[25];  
int id, age;  
char sex;  
} s1, s2;
```

# Declaring Structures

- Member names don't conflict with any other names in a program.

- Structure variables may be initialized:

```
struct {  
char name[25];  
int id, age;  
char sex;  
} s1 = { "Smith, John", 2813, 25, 'M'},  
s2 = { "Smith, Mary", 4692, 23, 'F'};
```