

Structures with function

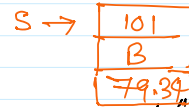
```

struct student
{
    int id;
    char grade;
    float marks;
};

```

1) Define a function which takes structure as argument

Call
Copy by value.



12 B

```

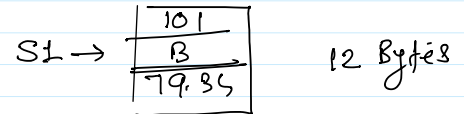
void displayStudent (struct student s)
{
    printf("\n ID %d, grade %c, marks %.2f", s.id, s.grade, s.marks);
}

```

```

int main()
{
    struct student s1 = {101, 'B', 79.84};
    displayStudent(s1);
    return 0;
}

```



total 24 Bytes