

## Structure and Pointer in C

A pointer to a structure is a pointer that stores the address of structure variable.

```

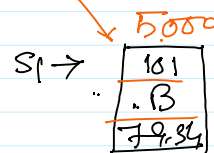
struct student
{
    int id;
    char grade;
    float marks;
};

int main()
{
    struct student s1 = { 101, 'B', 79.39 };

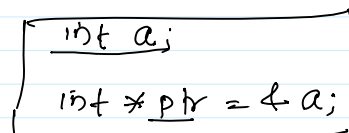
    → struct student * ptr = &s1;

    // print all members using ptr
    printf("In id %.d ", ptr->id);
    printf("In grade %c", ptr->grade);
    printf("In marks %.2f", ptr->marks);

    return 0;
}
    
```



12 Bytes



ptr | 5000  
4 Bytes