Simple Structure pass in function	
Prototype/Dedined	display(struct student stu);
Call	display(stu)
Defined	display(struct student stu)

3. Write a C program to create a **Simple Structure Pass in Function**

```
void display(struct student );
struct student
{
        int roll;
        char name[20];
        float sal;
};
void main()
{       int r;
        char n[20];
        float s;
        struct student stu;
        clrscr();
        printf("\n Enter Roll Number ");
        scanf("%d",&r);
        printf("\n Enter Name       ");
        scanf("%s",n);
        printf("\n Enter Salary     ");
        scanf("%f",&s);
        stu.roll=r;
        strcpy(stu.name,n);
        stu.sal=s;
        display(stu);
        getch();
}
void display(struct student stu)
```

```
{       printf("\n Roll Number %d",stu.roll);
        printf("\n Name       %s",stu.name);
        printf("\n Salary     %f",stu.sal);

}
```

Simple Structure pass in function using Pointer	
Prototype/Dedined	display(struct student *ptr);
Call	display(ptr)
Defined	display(struct student *ptr)

4. Write a C program to Create a **Simple Structure Pass in function using Ponter**

```
void display(struct student *ptr);
struct student
{
        int roll;
        char name[20];
        float sal;
};
void main()
{
        int r;
        char n[20];
        float s;
        struct student stu;
        struct student *ptr;
        clrscr();
        ptr=&stu;
        printf("\n Enter Roll Number ");
        scanf("%d",&r);
        printf("\n Enter Name       ");
        scanf("%s",n);
        printf("\n Enter Salary     ");
```

```
                scanf("%f",&s);
                ptr->roll=r;
                strcpy(ptr->name,n);
                ptr->sal=s;
                display(ptr);
                 getch();
         }
         void display(struct student *ptr)
        {
                printf("\n Roll Number %d",ptr->roll);
                printf("\n Name        %s",ptr->name);
                printf("\n Salary      %f",ptr->sal);

         }
```

5. **Write a C program to find out the area of circle using structure.**

```
struct area
{
        int r;
        float p;
};
        void main()
        {
                struct area ar;
        int r1;
                float a1;
                clrscr();
`               printf("\n Enter the Radius = ?");
                scanf("%d",&r1);
                ar.r=r1;
                ar.p=3.14* ar. r* ar.r;
                printf("Area of Circle = %f", ar.p);
        getch();
        }
```

6. **Write a program in 'C' that compare two given dates. To store a date use a structure that contains three members day, month and year. If dates are equal then display messageas "EQUAL otherwise "UNEQUAL"**

```
#include<stdio.h>
#include<conio.h>
struct date
{
        int dd;
        int mm;
        int yy;
};
void main()
{
        int d,m,y;
        struct date dt1,dt2;
        clrscr();
        printf("\n Enter 1st date (DD MM YYYY ) ");
        scanf("%d%d%d",&d,&m,&y);
        dt1.dd=d;
        dt1.mm=m;
        dt1.yy=y;
        printf("\n Enter 2nd date (DD MM YYYY ) ");
        scanf("%d%d%d",&d,&m,&y);
        dt2.dd=d;
        dt2.mm=m;
        dt2.yy=y;

        if(dt1.dd==dt2.dd && dt1.mm==dt2.mm && dt1.yy==dt2.yy)
                printf("\n Date are equal ");
        else
                printf("\n Date are not equal ");
        getch();
}
```