

Structures

Definition: A structure is a user defined type that can hold specified elements of data.

Defining a structure

```
struct dimension {  
    int width;  
    int height;  
    int depth;  
}
```

To declare a dimension structure in your main function:

```
struct dimension box { 3,4,7 };
```

Accessing elements of a structure:

```
printf("Width of the box is %d", box.width );
```

Structure pointers

Defining a structure pointer:

```
struct Dimension * boxPointer = &box;
```

Accessing the members(elements) of a structure through a pointer:

```
printf("Width of the box is %d", boxPointer->width );
```