

Struct & Pointers

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Declaring a Structure within a Structure

You could define a structure as follows:

```
struct Player //Structure type definition
{
    struct Name
    {
        char firstName[30];
        char lastName[30];
    } name;

    int goal_scored;
    char position[5];
    float price;

    struct DOB
    {
        int day;
        int month;
        int year;
    } date_of_birth;
};
```

You could use this in the case where the structs `Name` and `DOB` should only exist in the `Player` structure and not outside it. i.e You can not use the `Name` structure anywhere else in your program.

Based on the structure definition provided, you can access the `DOB` (Date of Birth) structure within the `Player` structure as follows:

```
struct Player player;  
player.date_of_birth.day = 1;  
player.date_of_birth.month = 1;  
player.date_of_birth.year = 2000;
```

The `DOB` structure is nested within the `Player` structure, so you need to use the dot notation to access its members through a `Player` variable. Note that you cannot directly create a `DOB` structure outside of the `Player` structure, as it's defined within `Player` and not accessible externally.