

Pointer In Structure

Date

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bill 10
on 10
Sauder's Notebook

The variable of a Structure can be declared as pointer variable.

Structure name *Var1, *Var2 *Var

```
#include <iostream.h>
```

```
#include <conio.h>
```

```
struct Book
```

```
{
```

```
private:
```

```
char bname[20];
```

```
int edition;
```

```
float price;
```

```
char aname[20];
```

```
char pub[25];
```

```
public:
```

```
void input()
```

```
{
```

```
cout << "\n Enter Book Name";
```

```
cin.getline(bname, 20, '\n');
```

```
cout << "\n Enter Edition";
```

```
cin >> edition;
```

```
cout << "\n Enter Price";
```

```
cin >> price;
```

```
cout << "\n Enter Author Name";
```

```
cin >> cin.getline(aname, 20, '\n');
```

```
cout << "\n Enter Publisher";
```

```
cin.getline(pub, 25, '\n');
```

```
}
```

```
void output()
```

```
{
```

```
cout << "\n Book Name = " << bname;
```

```
cout << "\n Edition = " << edition;
```

```
cout << "\n Price = " << price;
```

```
cout << "\n Author Name = " << aname;
```

```
cout << "\n Publication = " << pub;
```

```
}
```

```
};
```

```
void main()
```

```
{
```

```
book *b;
```

```
b->input();
```

```
b->output();
```

```
}
```