39. Write a simple program to illustrate the method of sending an entire structure as a parameter to a function.


```
struct stores
{
    char name[20];
    float price;
    int quantity;
};
struct stores update (struct stores product, float p,
                      int q);
float mul ( struct stores stock);
main()
{
    float p_increment, value;
    int   q_increment;
    struct stores item = { "XYZ", 25.75, 12};
    printf("\n Input increment values:");
    printf(" price increment and quantity increment \n");
    Scanf("%f %d", &p_increment, &q_increment);
/* - - - - - - - - - - - - - - */
    item = update (item, p_increment, q_increment);
/* - - - - - - - - - - - - - - */
    printf(" updated values of item \n\n");
    printf("Name    : %s \n", item.name);
    printf(" price   : %f \n", item.price);
    printf(" Quantity : %d \n", item.quantity);
/* - - - - - - - - - - - - - - */
    value = mul (item);
/* - - - - - - - - - - - - - - */
    printf("\n value of the item = %f \n", value);
}
```

```
struct stores update(struct stores product, float p, int q)
{
    product.price += p;
    product.quantity += q;
    return(product);
}
float mul(struct stores stock)
{
    return(stock.price * stock.quantity);
}
```

OUTPUT:

```
Input increment values: price increment and quantity increment
10  12
updated values of item
Name     : XYZ
price    : 35.750000
Quantity : 24
value of the item = 858.000000
```