

typedef

int whole;

typedef int whole ;
 type new name

whole n = 5 ; // \Leftrightarrow int n = 5 ;

★ typedef something that looks like a variable declaration. ;

size_t

typedef

```
typedef struct {  
    int x;  
    int y;  
} Point;
```

```
Point p = { .x=5, .y=6 };
```

```
struct { int x; int y; } p = { .x=5,  
                                .y=6 };
```

type (arcane)

```
typedef struct { int x; int y; } Point;
```

type new name

typedef challenge = string

```
typedef [ ... ] TODO ;
```

```
string s = "abc";
```

```
printf(s);
```



typedef "hides"
the * in
the type name
but it is still
there.