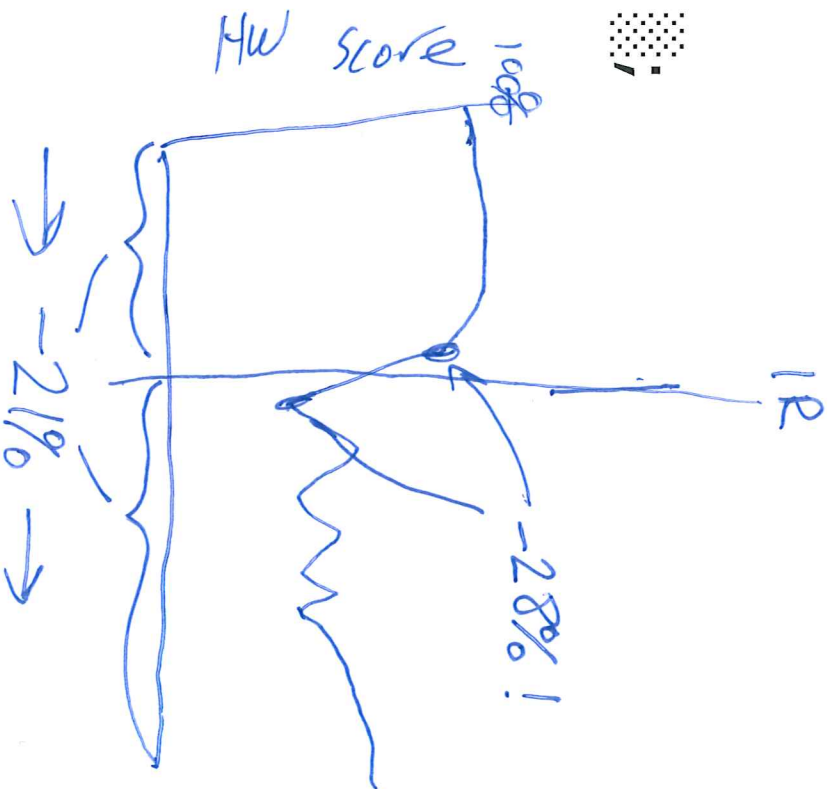
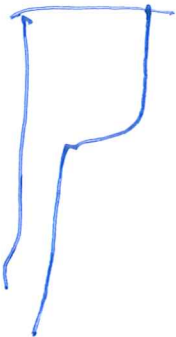


Objectives for 9/11/2017 (Mon)

- Addresses of functions - more
- Struct types - more
 - struct { ... };
 - typedef struct { ... };
 - typedef struct { ... };
- Typedef



Struct objects

(using typedef

Declare + initialize

Point P = {

 x = 5,
 y = 6

}

Syntax for here)

Access field

int w = P.x;
int q = P.y;

Assign struct object

Point p2 = p1;

Assign to field

P.x = 5;
P.y = 6;

// assign 5 to the 'x' field of p
// " " " " y

All of this is on the reference sheet.

9-11-2017

typedef struct

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typedef

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

existing
type

```
Point;
```

name of
new
type

9-11-2017

typedef struct

264

typedef struct

typedef struct

-Point
optional

Canonical name
(ie. long name)

eg. struct Point

```
int x;  
int y;  
char * name;
```

declarations
of fields

Point

new type
name



typedef

9-11-2017

typedef

typedef

