

STRUCTS

PASSING STRUCTS TO

FUNCTIONS

Problem Solving with Computers-I

C++

```
#include <iostream>
using namespace std;

int main(){
    cout<<"Hola Facebook\n";
    return 0;
}
```




References in C++

```
int main() {  
    int d = 5;  
    int & e = d;  
    int f = 10;  
    e = f;  
}
```

How does the diagram change with this code?

A. 



C. 

B. 



D. Other or error

Pointers and references: Draw the diagram for this code

```
int a = 5;  
int &b = a;  
int *pt1 = &a;
```

What are three ways
to change the value of
'a' to 42?

C++ structures (lab05)

A **struct** is a data structure composed of simpler data types.

```
struct Point {  
    double x; //member variable of Point  
    double y; //member variable of Point  
};
```

Think of Point as a new data type

```
Point p1;           // Declare a variable of type Point  
Point p1 = { 10, 20}; //Declare and initialize
```

C++ structures (lab05)

- A **struct** is a data structure composed of simpler data types.

```
struct Point {  
    double x; //member variable of Point  
    double y; //member variable of Point  
};
```

- Access the member variables of p1 using the dot '.' operator

```
Point p1;  
p1.x = 5;  
p1.x = 10;
```

- Access via a pointer using the -> operator

```
Point* q = &p1;  
(*q).x = 5;  
(*q).x = 10;  
q->x = 30;
```

Which of the following is/are incorrect statement(s) in C++?

```
struct Point {  
    double x;  
    double y;  
};
```

```
struct Box {  
    Point ul; // upper left corner  
    double width;  
    double height;  
};
```

A. `ul.x = 10;`

B. `Box b1 = {{500, 800}, 10, 20};`

C. Both are incorrect

D. Both statements are correct

Passing structs to functions

- Write a function that prints the x and y coordinates of a `Point`
- Write a function that takes takes two `Points` as input and checks if they are approximately equal

Passing structs to functions by reference

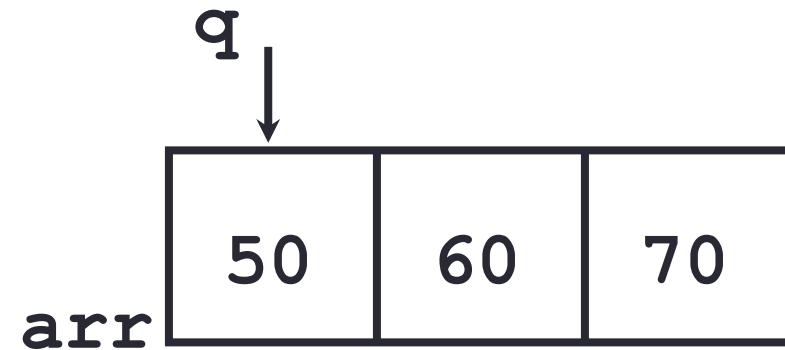
- Write a function that takes a `Point` as parameter and initializes its x and y coordinates

Arrays of structs

- Write a struct to represent a student (first name, last name, perm, major, gpa over 4 years)
- Initialize a single instance of this struct
- Write a function that takes a student as parameter and prints the following:
Name: First last
Major:
Average GPA:
- Use the function to create a list of students and print their average gpa

```
void IncrementPtr(int *p){  
    p++;  
}
```

```
int arr[3] = {50, 60, 70};  
int *q = arr;  
IncrementPtr(q);
```



Which of the following is true after **IncrementPtr (q)** is called in the above code:

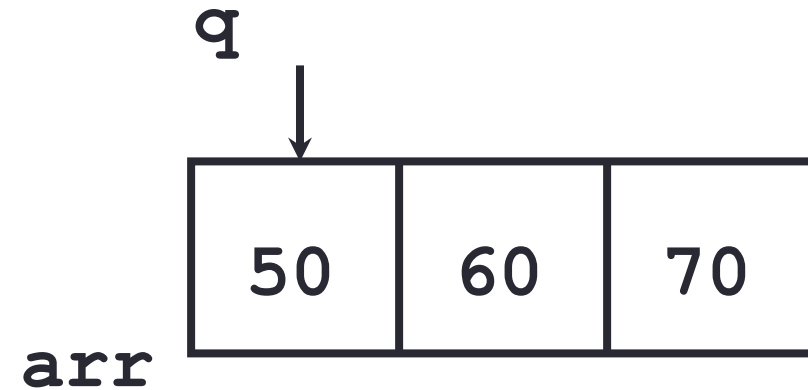
- A. 'q' points to the next element in the array with value 60
- B. 'q' points to the first element in the array with value 50

How should we implement `IncrementPtr()`, so that 'q' points to 60 when the following code executes?

```
void IncrementPtr(int **p){  
    p++;  
}
```

```
int arr[3] = {50, 60, 70};  
int *q = arr;  
IncrementPtr(&q);
```

- A. `p = p + 1;`
- B. `&p = &p + 1;`
- C. `*p = *p + 1;`
- D. `p = &p+1;`



Next time

- Dynamic memory allocation