Gachon University

Software Design Patterns – Lab 1

Lab 1-1:

Source Code: lab1-1.c

Created struct “Person” and typedef-ed into “Person”,

Created nested struct “Car” inside of struct “Person”.

Created printPersonData that gets “Person” struct argument.

And created personConstructor that returns “Person” struct by user input.

Output:

A screenshot of a computer screen

Description automatically generated

Lab 1-2:

Source Code: lab1-2.c

Created struct named “Employee” with 2 properties:

Char pointer name for storing name,

Double currentSalary for storing salary.

Created function theHighestSalaryEmployee returns highest salary employee’s pointer on employed pointer array.

Created function theLowestSalaryEmployee returns lowest salary employee’s pointer on employed pointer array.

In main, malloc-ed employeeMemAddressArray will save employee pointers used in program and will use for later garbage collection and calling employee data.

Output:

A screenshot of a computer screen

Description automatically generated