#include<iostream>

#include<string>

using namespace std;

struct student

{

string name; int age; string sex;

};

void printStruct(struct student stu) //结构体做函数传值

{

stu.name = "年华";

cout << "(传值子函数内)姓名:" << stu.name << endl;

}

void printStruct1(struct student\* stu) //使用 const struct student\* stu 则指针指向变量不可被修改

{ //结构体做函数传址

stu->name = "年华";

cout << "(传址子函数内)姓名:" << stu->name << endl;

}

int main()

{

student Stu;

cout <<"传值参数大小:"<< sizeof(Stu) << endl <<"传址参数大小:" <<sizeof(&Stu)<<endl;

Stu.name = "芳华";

cout << "原始姓名:" << Stu.name << endl << endl;

printStruct(Stu); //调用传值子函数 传递变量Stu

cout << "传值后(主函数)姓名:" << Stu.name << endl;

cout << endl;

printStruct1(&Stu); //调用传址子函数 传递变量地址&Stu

cout << "传址后(主函数)姓名:" << Stu.name << endl;

system("pause");

return 0;

}