#include<iostream>

using namespace std;

#include<string>

struct Student

{

string Name; string sex; int score; //声明学生结构体类型,在嵌套前声明

};

struct Teacher

{

string Name; int id; string sex; //声明教师结构体类型

Student Stu[2]=

{

{"小明","男",18}, //初始赋值(这种方法的赋值只能在此结构体内部)

{"小红","女",17}

};

};

int main()

{

Teacher Helen;

Helen.Name = "雨欣"; Helen.id = 52890121; Helen.sex = "女";

cout << "老师编号:" << Helen.id << "\t" << "姓名:" << Helen.Name << "\t" << "性别:" << Helen.sex << endl;

Teacher\* pstart1 = &Helen;

cout << "对象老师的首地址:\t" << pstart1 << endl;

cout << "首元素-老师姓名Hellen的首地址:\t" << &Helen.Name << endl; //地址打印

cout << "第一位学生的首地址:\t" << &Helen.Stu << endl;

cout << "第一位学生姓名首地址:\t" << &Helen.Stu[0].Name << endl;

Student\* pend = &Helen.Stu[1];

Student\* pstart = Helen.Stu;

Helen.Stu[0].Name = "小王"; //修改学生姓名

int i = 0;

for (;pstart <= pend; pstart++) //指针遍历

{

cout <<"学生姓名:"<< pstart1->Stu[i].Name<< "\t" << "成绩:" << pstart1->Stu[i].score

<< "\t" << "性别:" << pstart1->Stu[i].sex << endl;

i = i++;

}

system("pause");

return 0;

}