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Structures

- Look at EX1.c
- Item Placement (below)
- Headers -> Definitions -> Structure Definitions -> Function Definitions -> Main
- Structs allow you to create databases, or perhaps differentiate different 'states' of multiple elements
- You cannot simply = a character array to a struct, you must copy it into that array. See EX1
- You can only generate variables in a structure, you can't initialise them
- You can put structures WITHIN structures