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- You can nest structures, this follows normal rules. Just define the structure within the previous structure
- You can't scanf into a structure, you must specify where exactly you are putting the data into

Tutorial

- TUD/Covid-19 for info on what the college is doing for covid 19
- **NOT CONFIRMED: No new course content, exam will be taught based on what we have already learned**
- We are *maybe* back on the 29th, this is doubtful however
- Passing a structure to a function:
- By default, defining a struct inside a function will mean it is deleted once that function finishes
- You can change this default behaviour by making the struct static, this means it is NOT deleted once the function finishes
- Note: This is the case for all variables, not just structs. You can make anything static
- Note: When calling a struct in a function, you give it a new name which follows the rules of normal structs (Look at my code example, doesn't really make sense otherwise)
- Note, printf("%d", *(person.results+i));
- Above is line 43 in pointer notation