#include<iostream>

using namespace std;

//struct Figure {

// double width;

// double height;

// char\* name;

// char\* color;

//};

//void main() {

//

// /\*Figure f1{ 50,50,new char[] {"Square"},new char[] {"Red"} };

// Figure f2{ 75,75,new char[] {"Rectangle"},new char[] {"Yellow"} };

// Figure f3{ 100,50,new char[] {"Rectangle"},new char[] {"Green"} };\*/

//

// //Figure figures[]{ f1,f2,f3 };

// //Figure\* figures = new Figure[]{ f1,f2,f3 };

//

// //Figure\* f1 = new Figure{ 50,50,new char[] {"Square"},new char[] {"Red"} };

// //Figure\* f2 = new Figure{ 75,75,new char[] {"Rectangle"},new char[] {"Yellow"} };

// //Figure\* f3 = new Figure{ 100,50,new char[] {"Rectangle"},new char[] {"Green"} };

//

// /\*Figure\*\* figures = new Figure \* [] {

// new Figure{ 50,50,new char[] {"Square"},new char[] {"Red"} },

// new Figure{ 50,50,new char[] {"Rectangle"},new char[] {"Yellow"} },

// new Figure{ 50,50,new char[] {"Rectangle"},new char[] {"Green"} }

// };

//

// for (size\_t i = 0; i < 3; i++)

// {

// cout << figures[i]->name << endl;

//

// }\*/

//

//}

struct Teacher {

char\* name;

char\* speciality;

};

struct Student {

Teacher myteacher;

char\* name;

int age;

};

void ShowTeacher(const Teacher& teacher) {

cout << "Teacher name : " << teacher.name << endl;

cout << "Teacher speciality : " << teacher.speciality << endl;

}

void ShowStudent(const Student& student) {

cout << "Student name : " << student.name << endl;

cout << "Student age : " << student.age << endl << endl;

ShowTeacher(student.myteacher);

}

void main() {

Teacher\* teacher = new Teacher{

new char[]{"John"},

new char[] {"Programmer"}

};

//ShowTeacher(\*teacher);

Student\* s1 = new Student{

\*teacher,

new char[]{"Tofiq"},

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};

ShowStudent(\*s1);

}