C - STRUCTS

STRUCTS

- The closest you'll get to OO in C
- Allows you to group together multiple pieces of data

```c
typedef struct Coord {
    double x;
    double y;
} Coord;
```

STRUCTS (CONT.)

- Previous just defines the struct
- Need to actually declare one and set values
- Declare like any other variable except now with type Coord
- Access member with: .
- Have a pointer to struct, access member with: ->

```
Coord c1;
c1.x = 5;
c1.y = 10;
```

STRUCTS (CONT.)

- Can contain regular data types, pointers, arrays, other structs
- Can allocate on stack or heap (dyanmic with malloc)
- Can create pointers to structs