Pointers to Structs

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In this figure note that *a.b dereferences the **b** field inside of struct a. Dereferencing q, then selecting field x requires either parenthesis, or the -> operator.

```
struct aStruct {
   int * p;
   int x;
};

int y = 9;
struct aStruct a;
struct aStruct * q = &a;

a.p = &y;
a.x = 3;

int b = *a.p;
int c = (*q).x; //better: q->x
c 3
```

When we have pointers to structs, we *can* just use the * and . operators that we have seen so far, however, the order of operations means that . happens first. If we write *a.b, it means *(a.b)—a should be a struct, which we look inside to find a field named b (which should be a pointer), and we dereference that pointer. If we have a pointer to a struct (c, and we want to refer to the field d in the struct at the end of the arrow, we would need parenthesis, and write (*c).d (or the -> operator we will learn about momentarily).

In the figure above, we have a **struct** which has a field p (which is a pointer to an int), and a field x which is an int. We then declare y (an int), a (a struct), and q (a pointer to a struct), and initialize them. When we write *a.p, the order of operations is to evaluate a.p (which is an arrow pointing at y), then dereference that arrow. If we wrote *q.x, we would receive a compiler error, as q is not a struct, and the order of operations would say to do q.x first (which is not possible, since q is not a struct). We could write parenthesis, as in the figure ((*q).x).

However, pointers to structs are incredibly common, and the above syntax gets quite cumbersome, especially with pointers to structs which have pointers to structs, and so on. For (*q).x, it may not be so bad, but if we have (*(*(*q).r).s).t it becomes incredibly ugly, and confusing. Instead, we should use the -> operator, which is shorthand for dereferencing a pointer to a struct and selecting a field—that is, we could write q->x (which means exactly the same thing as (*q).x). For our more complex example, we could instead write q->r->s->t (which is easier to read and modify).