```c
#include <stdio.h>
#include <string.h>

struct item {
    char barcode[6];
    const char *name;
    float price;
};

// memory input
// given an array of structs

// idiom
// sum all prices
float items_sum( struct item *items, int n )
{
    float sum = 0;

    int i = 0;
    for ( ; i < n; ++i) {
        sum += items[i].price;
    }
    return sum;
}

int main()
{
    // create array
    struct item items[2];

    // initialise elements
    // man strncpy - see warning
    strncpy(items[0].barcode, "DFH291", 6);
    items[0].name = "Big tuna";
    items[0].price = 1.25;

    //  init each field (man strncpy)
    strncpy(items[1].barcode, "FGD135", 6);
    items[1].name = "Tin can";
    items[1].price = 3.50;

    float sum = items_sum(items, 2);
    printf("sum: %.2f\n", sum);

    return 0;
```