```c
#include <stdio.h>

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

// memory input
// 1. given an array of structs
// 2. given an array of pointers to structs
// 3. given a pointer to an array of structs

// idioms
// A. sum all prices
// B. find all items >= price
// C. does barcode FGD135 exist?
// D. find all items with barcode prefix "OPE"
// E. find items containing the word "can"

int main()
{
    return 0;
}
```