

```
typedef struct {
```

```
    double r;  
    double i;
```

```
} sComplex;
```

← définition d'un nouveau type

```
sComplex c;
```

```
sComplex c1 = { 2. , -3 } ; // real: 2   img: -3  
                (r)  (i)
```

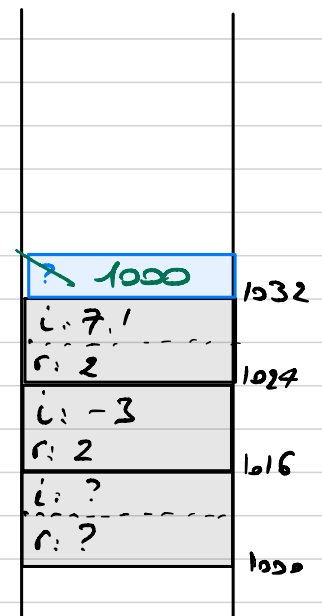
```
sComplex c2 = { .r = 2. , .i = 7.1 } ;
```

```
printf("%f", c1.i);
```

↳ -3.000000

nom variable • nom champs

```
P {  
  c2 {  
    c1 {  
      c {
```



```
sComplex *P;
```

```
P = &c1;
```

```
printf("%f", P->i);
```

-3.000000

nonpointeur → nom champs

$\underbrace{*P}_{\text{sComplex}} \cdot i \equiv P \rightarrow i$