



Introducing Lambda

# A new programming experience

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```

#include <stdio.h>
#include <unistd.h>

void init_args, char **args; {
    t_speed = 0, speed1 = 1, speed2 = 2, speed3 = 3;
    printf("Set Mouse Speed\n");

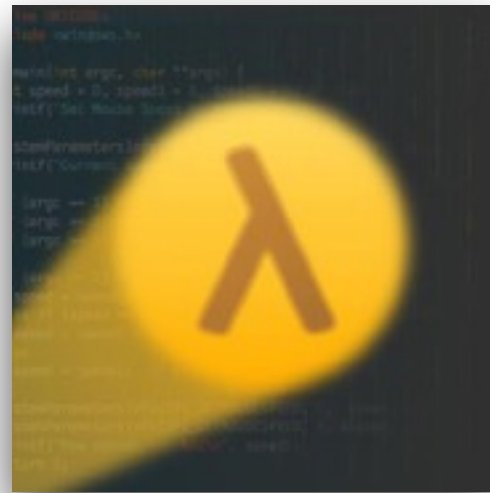
    struct parameters {
        int t_speed;
        int speed1;
        int speed2;
        int speed3;
    };

    parameters p;
    p.t_speed = t_speed;
    p.speed1 = speed1;
    p.speed2 = speed2;
    p.speed3 = speed3;

    struct parameters *p_ptr = &p;
    write(1, p_ptr, sizeof(struct parameters));
    printf("t_speed: %d, speed1: %d, speed2: %d, speed3: %d\n",
           t_speed, speed1, speed2, speed3);
}

```

Let's introduce a few  
interesting ideas about how  
programming could be -



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