­­­­­­­­Day 26 Highlights

1. Reminders
   1. No zyBooks exercises due next Monday
   2. Project Five posted and due on Apr. 3 (Wednesday) at 5pm
2. Where things stand now
   1. sequence / selection / iteration
   2. arrays / structures (also building linked lists)
   3. functions and recursive functions
3. Building an object in C – called a “struct”

|  |  |
| --- | --- |
| **struct point {**  **int x;**  **int y;**  **};** | **struct box {**  **int length;**  **int width;**  **int height;**  **};** |

Modify dist.c of Day 15 (Feb 13)

1. Referencing fields

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| --- |
| **struct point p;**  **p.x = 84;**  **struct point \*q;**  **q = malloc( sizeof(struct point) );**  **q->x = 10;** |
| **struct box b;**  **b.length = 5; b.width = 20; b.height = 10;**  **int volume = b.length \* b.height \* b.width;**  **printf("Volume is %d\n", volume);**  **struct box \*b2;**  **b2 = malloc( sizeof(struct box) );**  **b->height=5; b->width=4; b->length=10;**  **int surfaceArea = ...** |

1. Typedef – making using a struct easier

**typedef struct \_point { … } Point; Point p1;**

**typedef struct \_box { … } Box; Box b;**