```
typedef struct airport{
	char* name;
	char* city;
	char* country;
	char* id1;
	char* id2;
	float lat;
	float lng;
	int alt;
	char* zone;
	char* dst;
	char* dst2;
	char* type;
	char* source;
}airport;

void print(airport* air){
	printf("Name: %s City: %s Country: %s ID1: %s ID2: %s\nLat: %f Long:%f Alt:%d\nZone:%s
DST: %s DST2: %s\nType: %s\nSource:%s\n\n", air->name,air->city,air->country,air->id1,air->id2,
		air->lat, air->lng, air->alt, air->zone, air->dst, air->dst2, air->type, air->source);

}
void freeAirport(airport* air){
	free(air->name);
	free(air->city);
	free(air->country);
	free(air->id1);
	free(air->id2);
	free(air->zone);
	free(air->dst);
	free(air->dst2);
	free(air->type);
	free(air->source);
	free(air);
}
```

```
FILE *fp = fopen(argv[1],"r");
if(fp==NULL){
        perror("unknown file name");
        exit(-1);
}

char buffer[500];
int ret;
while (ret= fscanf(fp,"%s",buffer)!= EOF){
        airport* air = (airport*) malloc(sizeof (struct airport));
        ret= fscanf(fp,"%s",buffer);
        air->name = strdup(buffer);
        ret= fscanf(fp,"%s",buffer);
        air->city = strdup(buffer);
        ret= fscanf(fp,"%s",buffer);
        air->country = strdup(buffer);
        ret= fscanf(fp,"%s",buffer);
        air->id1 = strdup(buffer);
        ret= fscanf(fp,"%s",buffer);
        air->id2 = strdup(buffer);
        ret= fscanf(fp,"%s",buffer);
        air->lat = atof(buffer);
        ret= fscanf(fp,"%s",buffer);
        air->lng = atof(buffer);
        ret= fscanf(fp,"%s",buffer);
        air->alt = atoi(buffer);
        ret= fscanf(fp,"%s",buffer);
        air->zone = strdup(buffer);
        ret= fscanf(fp,"%s",buffer);
        air->dst = strdup(buffer);
        ret= fscanf(fp,"%s",buffer);
        air->dst2 = strdup(buffer);
        ret= fscanf(fp,"%s",buffer);
        air->type = strdup(buffer);
        ret= fscanf(fp,"%s ",buffer);
        air->source = strdup(buffer);
        print(air);
        freeAirport(air);
}
```