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In C, we use a **struct** to create a composite store, combining multiple elements of different types into one entity. We will also see how users can create new data types with **typedef**.

VIDEO 10.3. STRUCTS IN C

Help

13:58 / 13:58   **1.0x**

PROFESSOR: So we looked at finite state machines.

Now we have to see how we can convert a finite state

machine from an abstraction, which is a state transition graph,

to code, which is my software.

In order to do that, I have to build some concept-- built up

on some concept.

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05/28/2014 06:37 PM

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Help