```c
#include <math.h>
#include <stdio.h>
#include <stdio.h>

//1
struct point { float x; float y; };
//2
typedef struct { int x; int y; } point;
//3
struct point { int x; int y; } p;
struct point parr[10];
//4
struct { int x; int y; } parr[10];
//5
enum OSType {osAndroid, osWindows, osIOS};
```

```
PS C:\Users\Dell> cd "c:\Users\Dell\OneDrive\Documents\Lbs C\lab 3\" ;
if ($?) { gcc test.c -o test } ; if ($?) { .\test }
```

```c
#include <math.h>
#include <stdio.h>
#include <stdio.h>
#include <stdlib.h>
typedef struct car
{
    char plate_num[8];
    char* onwer_name;
    int onwer_tel;

}* PCar;

int match(char* s1, char* s2){
 while( (*s1==*s2) && *s1!='\0' && *s2!='\0' ){
    s1++; s2++;
    }
    if(*s1!='\0' && *s2!='\0')
    return 1;
    else
    return 0;
}
char* get_owner_name(PCar carr, int size, char* key){
int i;
for(i=0; i<size; i++){
if(match(carr[i]->plate_num, key))
return carr[i]->owner_name;
}
return NULL;
}

void fill_car(PCar c){
printf("Enter car plate number: ");
scanf("%s",&c->plate_num);
printf("Enter car owner's name: ");
scanf("%s",&c->onwer_name);
printf("Enter owner's phone number: ");
scanf("%d",&c-> onwer_tel);
}

PS C:\Users\Dell> cd "c:\Users\Dell\OneDrive\Documents\Lbs C\lab 3\" ;
if ($?) { gcc test.c -o test } ; if ($?) { .\test }
```

Link: https://github.com/Link20222/CSC_215_KSU_44_C-language/tree/main/HWs/3 (I will upload my codes in GitHub later)