#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 }

#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].onwer\_name, key))

return carr[i].onwer\_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)