FND 17

# Point2D.h

Text

Description automatically generated

# Point2D.c

Text

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Text

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# Discussion

This concept is helpful in programming because it allows us as programmers to create our own data types which will simplify programming. In this example (FND) it allows us to create points (coordinates) data types. These points have x and y coordinates. So, whenever we create a point, we expect it to have x and y coordinates. And in this FND we can perform the operations specified. Another example is what we did in FND 16 when we used typedef char\* String. It allowed us to use String instead of char\* which helps with simplicity and familiarity.