

ITEM

```
#include "item.h"
```

```
#include <stdlib.h>
```

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

Item-int nel file .h metti typedef void *Item

```
Item inputItem(){
```

```
    int *p=malloc(sizeof(int));
```

```
    scanf("%d",p);
```

```
    return p;
```

```
}
```

```
void outputItem(Item item){
```

```
    int *p=item;
```

```
    printf("%d ",*p);
```

```
}
```

```
int cmlItem(Item item1,Item item2){
```

```
    int *p1=item1,*p2=item2;
```

```
    return *p1-*p2;
```

```
}
```

```
Item cloneItem (Item item)
```

```
{
```

```
    int *p = malloc (sizeof (int));
```

```
    int *q = item;
```

```
    *p = *q;
```

```
    return p;
```

```
}
```

Item-string

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

```
#include <stdlib.h>
```

```
#include <string.h>
```

```
#include "item.h"
```

```
#define CARD 100
```

```
Item inputItem(){
```

```
    char *a=malloc(sizeof(char)*CARD);
```

```
    scanf("%s",a);
```

```
    return a;
```

```
}
```

```
void outputItem(Item item){
```

```
    char *a=item;
```

```
    printf("%s ",a);
```

```
}
```

```
int cmlItem(Item item1,Item item2){
```

```
    char *a=item1;
```

```
    char *b=item2;
```

```
    return strcmp(a,b);
```

```
}
```