

Struct

```
int yas = 23;  
char* isim = "Gökçe Başaran";  
float boy = 1.81;
```

```
int yas2 = 25;  
char* isim2 = "Foo";  
float boy2 = 1.90;
```

struct insan {

int yas;
char* isim;
float boy;

};

insan1.yas = 23;
insan2.yas = 25;

double x;

struct insan insan1;
struct insan insan2;

struct insan[2] insanlar;
insanlar[0].yas = 23;
insanlar[1].yas = 25;

Pass by Val

Film f1;

;

func(f1);

func(Film f) {

Film ← f

printf("%s", f.isim);

}

32 byte

Pass by Ref

↗ ↖

