# Monomios

# functions.h

```
typedef struct s_monomio{
   int coeficiente;
   int grado;
}monomio;
```

### Old Way

```
struct monomio{
  int coeficiente;
  int grado;
};
```

```
Struct monomio m;
m.coeficiente = 5;
```

# My way

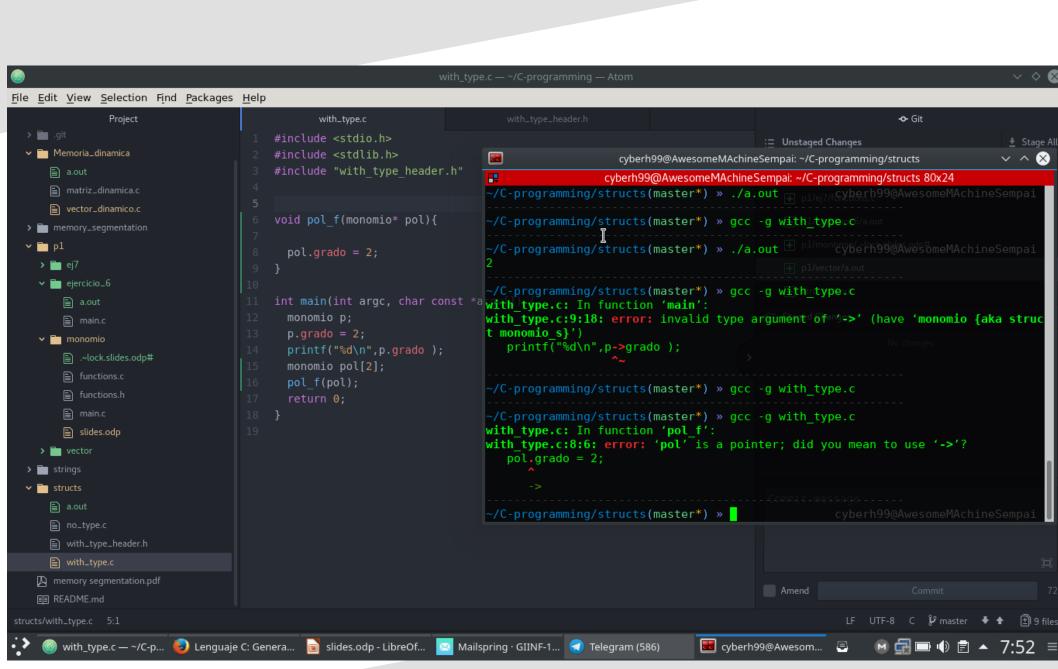
```
typedef struct monomio{
    int coeficiente;
    int grado;
}monomio;
Monomio p;
p.grado = 2;
int grado;
}monomio;
```

# ¿SIZE?

#def SIZE 2

# Operator " $\rightarrow$ "

```
void leer_monomio(monomio *p_monomio){
    p_monomio->coeficiente = 2;
        p_monomio->grado = 3;
}
```



# Compilación

main.c functions.c functions.h

• gcc -g -lm -o monomio main.c functions.c

#### Talk is cheap. Show me the code

https://github.com/cyberh99

