

Dynamic Memory Allocation and Structure

A. Structure and DMA

1. A grocery shop owner wants to store information about the products that he has in the stock. A product has its unique id, name, brand name, type (for example food, cosmetic, electronic, etc.), quantity, and price of each unit. **First**, you have to design a **structure** with an appropriate entry according to the problem specification. You should have come up with something like this:

```
Struct product
{
    Private:
        int id;
        string name;
        .....
};
```

- a. Now create an array of the structure and let the user decide how many products info he/she wants to store. Then store the information using the created array. After that display the name of the products and their prices whose prices are greater than 40.
 - b. Repeat the process of (a) using dynamic memory allocation.
2. Consider the problem of the previous question and solve the following using dynamic memory allocation:
 - a. User will input the brand name and you have to display every product info of that particular brand.
 - b. User will input the type of product and you have to calculate the total asset of that particular type. (qty*price)
 - c. Calculate the total asset of the grocery shop.
3. Consider a structure having two numbers **range1** and **range2**. **range1** must be smaller than **range2**. The structure also has a **counter** variable and an integer type array **num**. You have to design a program that will generate all the prime numbers in the range of **range1** to **range2** and store them in the array of this structure. You also have to calculate the number of prime numbers in the given range and store that in the **counter** variable of the structure.
After creating and preparing the structure according to the above-mentioned criterion, you have to print that structure with appropriate messages. You have to print all the prime numbers in that range using a pointer (direct array print is not allowed). Use dynamic memory allocation.

B. Self-referencing Structure

- Think about a structure that points to another structure of the same type. Is that possible? How? Look at the following class:

```
Struct node
{
    int data;
    node *next;
};
```