

# Turning lat/lng double values into a struct

## MapLoadViewController.m

```
- (void)openInAppleMaps:(id)sender {  
    double lat = [self.mapLocations[0][@"lat"] doubleValue];  
    double lng = [self.mapLocations[0][@"lng"] doubleValue];
```

```
    CLLocationCoordinate2D coord = CLLocationCoordinate2DMake(lat, lng);
```

```
}
```

no \* because this is a C struct, not an object

creates a C struct