Having the following structure answer question;  
#include <stdio.h>

// funciton prototype goes here:

struct Product {

int sku;

double price;

};

int main(void) {

int marks[50];

scanMarks(marks, 50);

printMarks(marks, 50);

return 0;

}

1. Write the scanMarks function and its prototype to receive 50 Marks from keyboard and place them in marks grade.
2. Write a function that receives an address of a Product structure and sets the sku to zero and price to 0.0.

Call the function setToZero.