

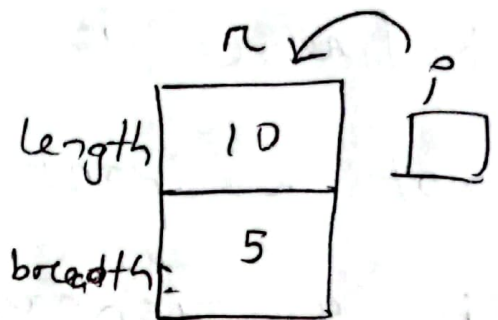
## Pointer to a structure

struct Rectangle {

int length; — 2

int breadth; — 2

};  
4 bytes



int main() {

struct Rectangle r = {10, 5};

struct Rectangle \*p = &r;

↓  
2 bytes.

r.length = 10; → accessing member of a structure.

(\*p).length = 10; → " " " " using long syntax.

p->length = 10;

both valid

for normal variable use (.) dot operator.  
for pointer variable; use (→) arrow.

Creating an object dynamically in the heap using pointer;

```
struct Rectangle {  
    int length;  
    int breadth;  
};
```

```
int main() {
```

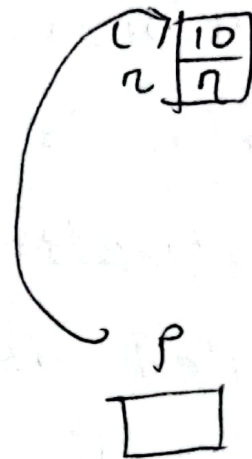
```
    struct Rectangle *p;
```

```
    p = (struct Rectangle *) malloc (sizeof(struct  
                                     Rectangle));
```

```
    p->length = 10;
```

```
    p->breadth = 5;
```

```
}
```



dynamic object  
created in heap.