```
1 #include <stdio.h>
 2
 3 // DEFINING STRUCT
 4 struct MyData
 5 {
 6
        int *ptr_i;
 7
        int i;
 8
 9
        float *ptr_f;
        float f;
10
11
12
        double *ptr_d;
13
        double d;
14 };
15
16 int main(void)
17 {
        //variable declarations
18
19
        struct MyData *pData = NULL;
20
        //code
21
        printf("\n\n");
22
23
        pData = (struct MyData *)malloc(sizeof(struct MyData));
24
        if (pData == NULL)
25
            printf("FAILED TO ALLOCATE MEMORY TO 'struct MyData' !!! EXITTING NOW ... >
26
              n'n;
27
            exit(0);
28
        }
29
        else
            printf("SUCCESSFULLY ALLOCATED MEMORY TO 'struct MyData' !!!\n\n");
30
31
        (*pData).i = 9;
32
33
        (*pData).ptr_i = &(*pData).i;
34
35
        (*pData).f = 11.45f;
36
        (*pData).ptr_f = &(*pData).f;
37
38
        (*pData).d = 30.121995;
39
        (*pData).ptr_d = &(*pData).d;
40
        printf("\n\n");
41
        printf("i = %d\n", *((*pData).ptr_i));
42
43
        printf("Adress Of 'i' = %p\n", (*pData).ptr_i);
44
45
        printf("\n\n");
        printf("f = %f\n", *((*pData).ptr_f));
46
        printf("Adress Of 'f' = %p\n", (*pData).ptr_f);
47
48
49
        printf("\n\n");
        printf("d = %lf\n", *((*pData).ptr_d));
50
        printf("Adress Of 'd' = %p\n", (*pData).ptr_d);
51
```

```
\underline{\dots} s \land 02-Using Struct Pointer \land Method\_01 \land Pointers Within Structs.c
52
53
         if (pData)
54
         {
55
             free(pData);
56
             pData = NULL;
57
             printf("MEMORY ALLOCATED TO 'struct MyData' HAS BEEN SUCCESSFULLY
                                                                                                     P
                FREED !!!\n\n");
58
         }
59
         return(0);
60
61 }
62
63
```

64