VIDEOCARD MANUFACTORING

1. Data Structure:

 - The code defines a structure VideoCard to store information about a video card, including its model, power, memory capacity, base price, quantity, and a pointer to the next video card in a linked list.

2. FUNCTIONS

CalculateCardPrice: Computes the price of a video card based on its power and memory, using predefined coefficients. - createVideoCard: Allocates memory for a new video card and initializes its fields

3. Main Function

- Takes user input for the number of types of video cards (num_card_types). - Uses a linked list to store information about each video card. - Utilizes a loop to gather data for each video card type, storing it in the linked list. - Requests input for production costs for one video card. - Iterates through the linked list, calculating and printing details such as price, revenue, and profit for each video card type.

4. MEMORY MANAGEMENT:

- Proper memory allocation and deallocation are handled using malloc and free for each video card.

5. USER INPUT:

- The program prompts the user to input information for each video card type, including model, power, memory, base price, and quantity.

6. OUTPUT:

- Displays detailed information for each video card type, including model, power, memory, base price, quantity, calculated price, total cost, revenue, and profit. - Finally, it prints the total profit from selling all video cards.

THANKS FOR WATCHING

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