

Because C is not an OOP language, I had to make some major adjustments from Assignment 1. First, instead of using classes to hold the members of Email and MaxHeap, I used structs in C. Each struct member could then be accessed later in the code, and special members such as the Email struct-type heap member in the Maxheap struct can be accessed via a pointer back to the MaxHeap. This set up the relationship where the MaxHeap Struct could be constructed of several Email structs. When rewriting the MaxHeap functions in C, I could access the members of the MaxHeap struct by passing in a MaxHeap pointer (MaxHeap \*h) and accessing it by using the '->' operator in C. An example of this is: h->size (instead of \*h.size)

