

```
#include <stdio.h>
```

```
typedef struct Neuron {  
    int neuronNum;  
    double input;  
} Neuron;
```

```
int main(void) {  
    Neuron neuron = {901, 5.67};  
    Neuron *pNeuron = &neuron;
```

		Main memory
member identifier		
neuron	neuronNum	901
	input	5.67
pNeuron		&(neuron)

```
(*pNeuron).input = 7.94;
```

		Main memory
member identifier		
neuron	neuronNum	901
	input	7.94
pNeuron		&(neuron)

```
printf("neuron.input = %.2lf\n", neuron.input);  
printf("( *pNeuron ).input = %.2lf\n", (*pNeuron).input);  
return 0;  
}
```