Structs

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Definition

```c
struct person{
    char name[50];
    int age;
    float height;
};
```

```c
int main(){
    struct person Alex, Anna;
    Alex.age = 19;
    Anna.height = 1.85;
    // Ausgabe
    printf("Alter = %d\n", Alex.age);
}
```

Nested Structs

```
1  struct person{
2      char name[50];
3      int age;
4      float height;
5  };
6
7  struct Family{
8      struct person;
9      int number_Sisters;
10     int number_Brothers;
11 }myFamily;
12
13 int main(){
14     struct person Alex = {.age = 19, .height =
       1.7};
15     myFamily = {Alex, .number_Sister = 2};
16     printf("Height = %f\n", Family.Alex.height
```

Motivation

1. Datentypen mischen
2. Strukturierter als Arrays
3. Benennung der Felder macht Abfrage einfacher
4. Verschachteln