Pointer to Structure
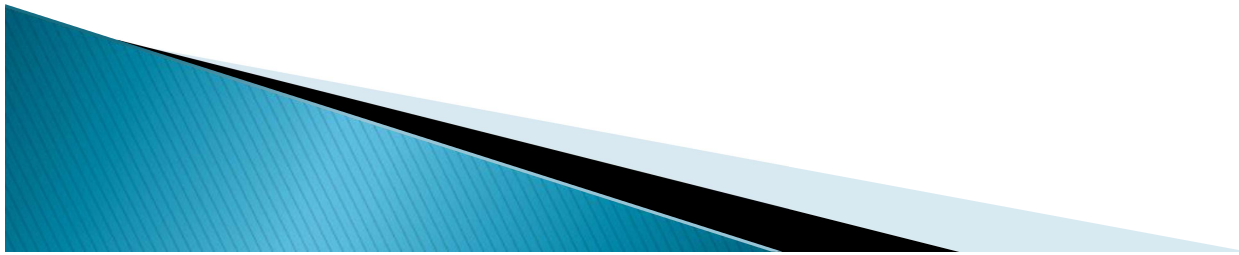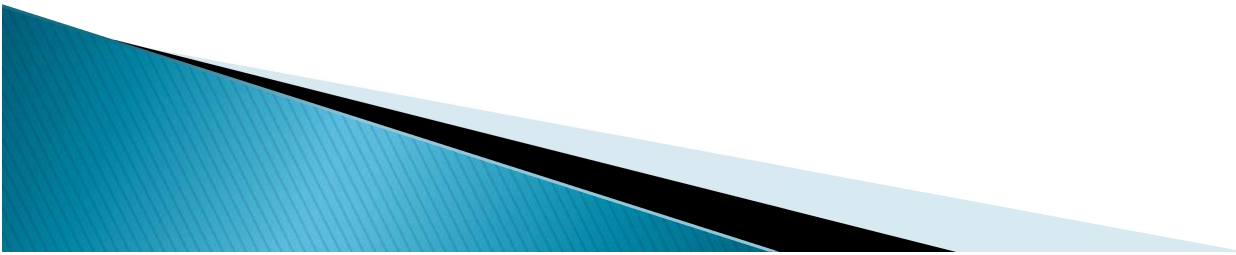
▸ We can use pointer to struct:
- struct MyPoint {int x, int y};
- MyPoint point, *ptr;
- point.x = 0;
- point.y = 10;
- ptr = &point;
- **ptr->x = 12;** <u>same as</u> **(*ptr).x**
- **ptr->y = 40;** <u>same as</u> **(*ptr).y**

Example – 9 (pointer to struct)
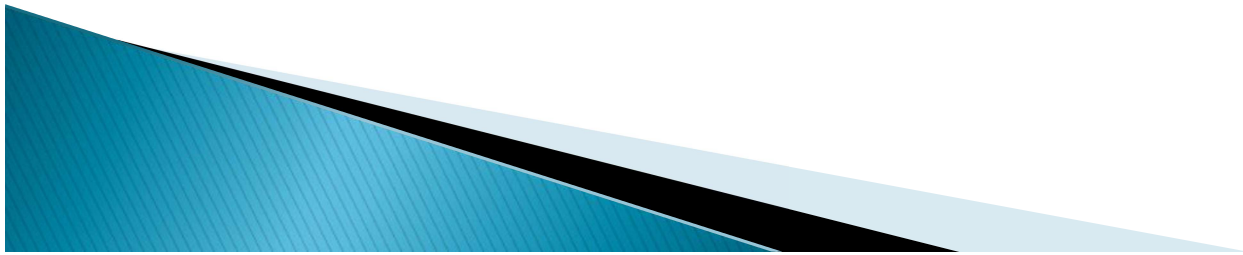
```c
#include <stdio.h>
struct inven
{      char  code;
       float cost;
       int   pieces ; } ;
int main()
{ struct inven part;
  read (&part);
  write (part);
  return 0;  }
```

Example – 9 (pointer to struct) -cont

```
void read (struct inven *in)
{  printf ("\n Enter Product Data. \n") ;
   printf (" Enter part code: ");     scanf  ("%c",&in->code);
   printf (" Enter part cost: ");     scanf  ("%f",&in->cost);
   printf (" Enter no of pieces: ");  scanf  ("%d",&in->pieces);
}
void write (struct inven out)
{       printf (" part code: %c   \n", out.code);
        printf (" part cost: %f   \n", out.cost);
        printf (" no of pieces: %d \n", out.pieces);
        }
```

Questions?