SELF / FORWARD REFERENCING STRUCTURES

/\* FORWARD REFERENCING \*/

struct s1{

int a;

struct s2 \*ps2;

};

struct s2{

int b;

struct s1 \*ps1;

};

/\* SELF REFERENCING \*/

struct Sr

{

int a,b;

float c;

struct Sr\* pointer\_to\_Sr;

};

// typedef ile forward veya self referencing yapilamaz

/\*

typedef struct;

{

int a,b;

float c;

Sr\* pointer\_to\_Sr;

}Sr;

\*/

///////////////////////////////

int main()

{

struct s1 x;

struct s2 y;

x.a=1; x.ps2=&y;

y.b=2; y.ps1=&x;

printf("--%d--",(x.ps2)->b); //2

printf("--%d--",(\*(y.ps1)).a); //1

// \*(y.ps1).a yazilirsa hata verir .'nin \*'a gore onceligi daha yuksek

struct Sr z,t;

z.pointer\_to\_Sr=&t;

return 0;

}