**Data Structures/C Week 1 Day 2**

* Char \* ptr = ch; A pointer to a character data type
* Access array of chars = ch[10]
* By pointer = \*(ptr+i)
* Strlen(s1): gives the length of the string
* Strcopy(s1, s2): copy the string to another string
* Strcmp(s1, s2): Compare strings s1 and s2. If 0, they are equal,
* Strstr(s1, s2): test if s2 is a substring of s1
* Functions
  + Int multiply (int a, int b) – Prototype: In standard c, if a function is declared after is it called, we must place the prototype before calling it
* Structure
  + Keyword: struct
  + A structure is a fixed set of labeled members (variables), possibly of different types, grouped together with a single name
  + Process entity data that consists of items of various types
  + struct account {

int id;

char first\_name;

* using typedef struct {} account
  + creates it as a user defined data type
  + Allows us to not use the struct keyword when making a var of this type