```
struct   Point   P1

initPoint (struct *P , double xVal , double yVal )
    initPoint (P1, 3.0 , 4.0)
            Points
    P    →    P1

    @       @       xVal = 3.0        yVal = 4.0

    *P.x  =  P1.x = 3.0  *P.y = P1.y = 4.0
```