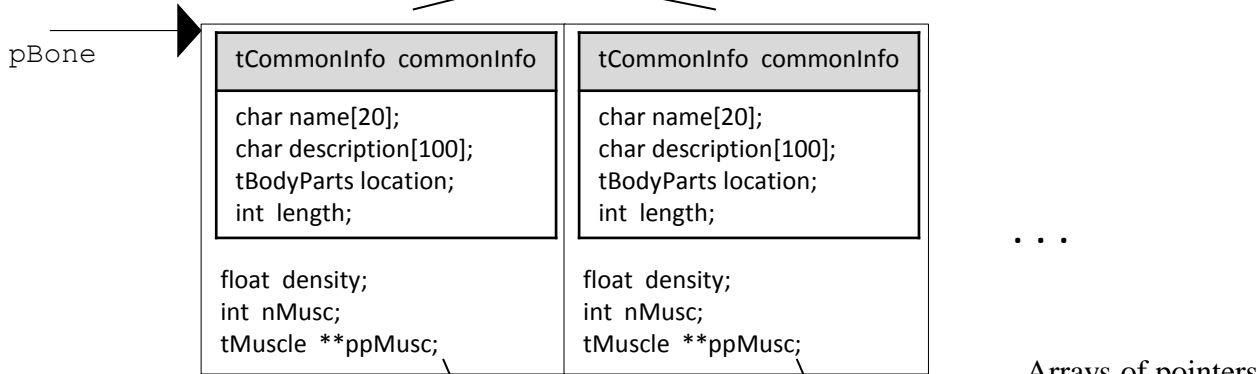


# Medical application exercise

## LINKED DYNAMIC ARRAYS

Structures type **tBone**



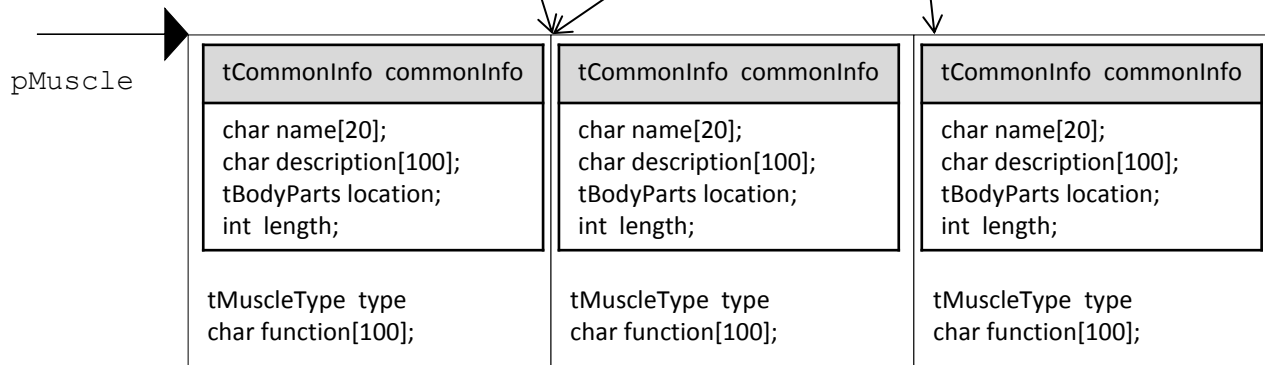
Arrays of pointers

```
typedef struct
{
    char name[MAX_CHARAC_NAME];
    char description[MAX_CHARAC_DESCR];
    tBodyParts location;
    int length;
}tCommonInfo;
```

```
typedef struct
{
    tCommonInfo commonInfo;
    tMuscleType type;
    char function[MAX_CHARAC_FUNC];
}tMuscle;
```

```
typedef struct
{
    tCommonInfo commonInfo;
    float density;
    int nMusc;
    tMuscle **ppMusc;
}tBone;
```

`pBone[i].ppMusc[j] = &pMuscle[k]`  
**Link a pointer with a muscle**



Structure type **tMuscle**