CS1010E Programming Methodology

Tutorial 10: Structures

Learning is not attained by chance, it must be sought for with ardor and attended to with diligence.

~ Abigail Adams

I. Manual Tracing

- 1. Manually trace and write down the output of each of the following programs.
 - (a) [CS1010 AY2010/11 Semester 1 Exam, Q2.a]

```
#include <stdio.h>

typedef struct {
   int i, a[4];
} mystruct_t;

int main(void) {
   mystruct_t s, t;
   s.i = 5;
   s.a[3] = 10;
   t = s;
   printf("%d %d\n", t.i, t.a[3]);
   return 0;
}
```

(b) [CS1010 AY2013/14 Semester 1 Exam, Q2.2]

```
#include <stdio.h>

typedef struct {
   char code[10];
   int num_stu;
} module_t;

void f(module_t m);

int main(void) {

   module_t list[] = {{"CS1010", 300}, {"CS1231", 100}};
   f(list[1]);
   printf("%s %d\n", list[1].code, list[1].num_stu);
   return 0;
}

void f(module_t m) {
   m.num_stu--;
}
```

(c) [CS1010 AY2011/2012 Semester 1 Exam, Q2c]

```
#include <stdio.h>
#include <string.h>
typedef struct {
  char name[10];
  int age;
} person;
void func1(person *ptr, char name[10], int age);
void func2(person per[]);
void func3(person per);
int main(void) {
  person data[] = {{"Zhou", 25}, {"Tamil", 22},
    {"Potter", 33} };
  func1(&data[0], "Ismail", 15);
 printf("%s %d\n", data[0].name, data[0].age);
  func2 (data);
  printf("%s %d\n", data[1].name, data[1].age);
  func3(data[2]);
  printf("%s %d\n", data[2].name, data[2].age);
  return 0;
}
void func1(person *ptr, char name[10], int age) {
  strcpy(ptr->name, name);
  ptr->age = age;
}
void func2(person per[]) {
  int i;
  for (i=0; i<3; i++) {
    per[i].age++;
  }
}
void func3(person per) {
  strcpy(per.name, "Ace");
  per.age--;
}
```

II. Programming

- 2. [Problem Set 4 Exercise #14] Tiles
- 3. [Problem Set 4 Exercise #17] Class Roster