#include <stdio.h>

#include <stdlib.h>

struct car{

char\* make;

char\* model;

int bhp, topSpeed;

}; /\* don't forget the semicolon \*/

int main(int argc, char\* argv[])

{

/\* Add a new car by using our struct \*/

struct car bv = {"Bugatti", "Veyron", 1000, 407};

struct car mg = {"Mini", "Golf", 250, 105};

struct car ff = {"Fast", "Furious", 10000, 809};

/\* using the dot operator to access data from a struct \*/

system("cls");

printf("Make: \t %s\n", bv.make);

printf("Model: \t %s\n", bv.model);

printf("Horse Power: \t %d\n", bv.bhp);

printf("Top Speed \t %d \n\n\n", bv.topSpeed);

printf("Make: \t %s\n", mg.make);

printf("Model: \t %s\n", mg.model);

printf("Horse Power: \t %d\n", mg.bhp);

printf("Top Speed \t %d \n\n\n", mg.topSpeed);

printf("Make: \t %s\n", ff.make);

printf("Model: \t %s\n", ff.model);

printf("Horse Power: \t %d\n", ff.bhp);

printf("Top Speed \t %d \n", ff.topSpeed);

return 0;

}

#include <stdio.h>

#include <stdlib.h>

struct car{

char\* make;

char\* model;

int bhp, topSpeed;

}; /\* don't forget the semicolon \*/

void getTopSpeed(struct car anyCar){

printf("The top speed of the %s %s is: %d km\\hr. \n",

anyCar.make, anyCar.model, anyCar.topSpeed);

}

void getBHP(struct car anyCar){

printf("The BHP of the %s %s is: %d \n",

anyCar.make, anyCar.model, anyCar.bhp);

}

int main(int argc, char\* argv[])

{

/\* Add a new car by using our struct \*/

struct car bv = {"Bugatti", "Veyron", 1000, 407};

struct car vg = {"Volkeswagen", "Golf", 500, 105};

/\* using the dot operator to access data from a struct \*/

getTopSpeed(bv);

getTopSpeed(vg);

printf("\n");

getBHP(bv);

getBHP(vg);

return 0;

}

#include <stdio.h>

#include <stdlib.h>

typedef struct car{

char\* make;

char\* model;

int bhp, topSpeed;

}car; /\* don't forget the semicolon \*/

void getTopSpeed(struct car anyCar){

printf("The top speed of the %s %s is: %d km\\hr. \n",

anyCar.make, anyCar.model, anyCar.topSpeed);

}

int main(int argc, char\* argv[])

{

/\* Add a new car by using our struct \*/

car bv = {"Bugatti", "Veyron", 1000, 407};

car vg = {"Volkeswagen", "Golf", 500, 105};

/\* using the dot operator to access data from a struct \*/

getTopSpeed(bv);

getTopSpeed(vg);

return 0;

}

/\*

Passing information to a function

The importance of using pointers!

TYPEDEF

\*/

#include <stdio.h>

#include <stdlib.h>

typedef struct person {

char\* name;

int bankBalance;

} person;

void developApp();

void getBal(struct person somebody){

printf("\n%s's Balance is: %d \n",

somebody.name, somebody.bankBalance);

}

int main(int argc, char\* argv[])

{

/\* create a few people \*/

person mz = {"Mark", 500};

person es = {"Eduardo", 10000};

developApp(&mz, 1000);

getBal(mz);

/\*print out mz.bankBalance here too \*/

return 0;

}

void developApp(person \*somebody, int sales)

{

printf("%s just launched a new app\n", somebody->name);

somebody->bankBalance \*= sales;

printf("Their new net worth is: %d \n", somebody->bankBalance);

}

#include <stdio.h>

#include <stdlib.h>

char carname;

typedef struct car{

char\* make;

char\* model;

int bhp, topSpeed;

}car;

void getTopSpeed(struct car anyCar){

printf("Deatils for the %s %s is: %d km\\hr. & %d BHP \n",

anyCar.make, anyCar.model, anyCar.topSpeed, anyCar.bhp);

}

void getCar(struct car anyCar){

printf("%s %s\n",

anyCar.make, anyCar.model);

}

int main(int argc, char \*argv[])

{

car bv = {"Bugatti", "Veyron", 1000, 407};

car vg = {"Volkeswagen", "Golf", 500, 105};

printf("Please enter a car from the list below\n");

getCar();

scanf("%s", &carname);

printf("\n");

getTopSpeed(carname);

return 0;

}