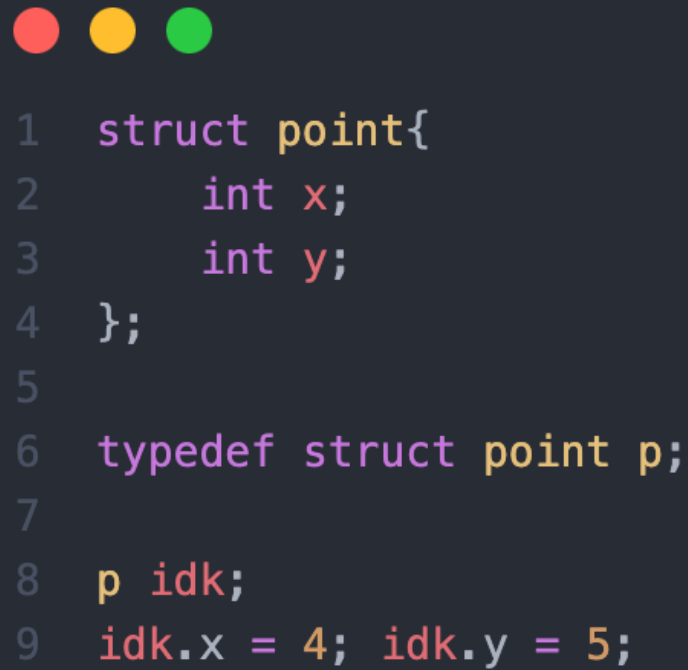


# **TYPEDEF:** creare sinonimi (alias) per tipi di dati precedentemente definiti

*Esempio:*



```
1  struct point{
2      int x;
3      int y;
4  };
5
6  typedef struct point p;
7
8  p idk;
9  idk.x = 4; idk.y = 5;
```