#include <stdint.h>

#include <stdio.h>

//Lenh de trinh bien dich su dung dung so byte khai bao trong mot struct

#pragma pack(1)

//Cau truc luu thong so mot hinh tron

struct Circle {

int16\_t X, Y, R;

};

struct Circles{

int16\_t N;

Circle \* circles;

};

void ReadData(Circles & data) {

FILE \* f = fopen("CIRCLES.BIN","rb");

//Doc so luong hinh tron

fread(&data.N,2,1,f);

printf("%d\n",data.N);

//Doc thong tin cua cac hinh tron

data.circles = new Circle[data.N];

fread(data.circles, sizeof(Circle),data.N,f);

fclose(f);

}

//Phan chuong trinh chinh (khong can viet khi thi)

int main() {

Circles data;

ReadData(data);

for (int i = 0; i < data.N; i++)

printf("%d %d %d\n",data.circles[i].X,data.circles[i].Y,data.circles[i].R);

delete [] data;

}