**Challenge 1**

**Variables, arrays and structs**

**1.** Create an *int* variable, initialized to *zero*

**2.** Declare an array of four *floats*

**3.** Write the declaration for a *struct* to represent a cake. Include at least three member variables

**4.** Create a variable of type *Cake*

**5.** Declare an array of three cake objects

**6.** Write the declaration for a struct to represent a cake shop. Include at least three member variables

**7.** Create a cake shop variable