

Pointer to a Structure

Stack

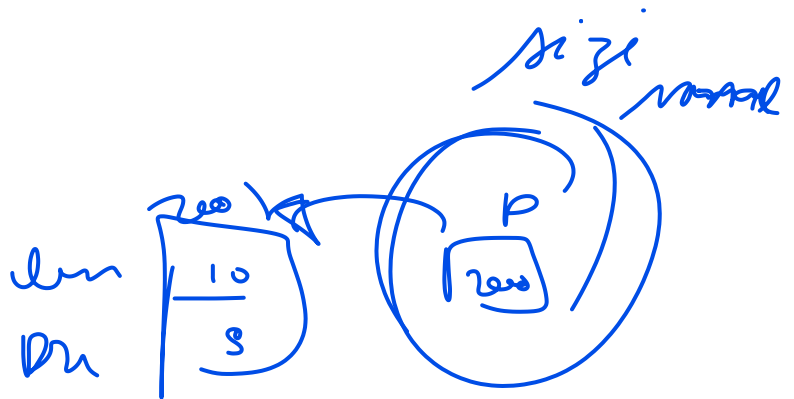
Syntax - 1

- When variable is already **existing**, then we can use pointer to structure like

Struct Rectangle

```
{
    int length;
    int breath;
}
```

2
2
4 bytes



Int main()

```
{
```

```
Struct Rectangle r = { 10, 5 };
```

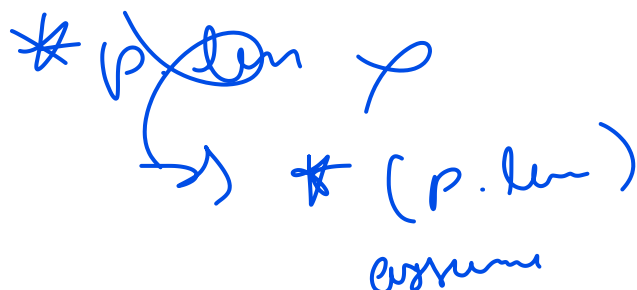
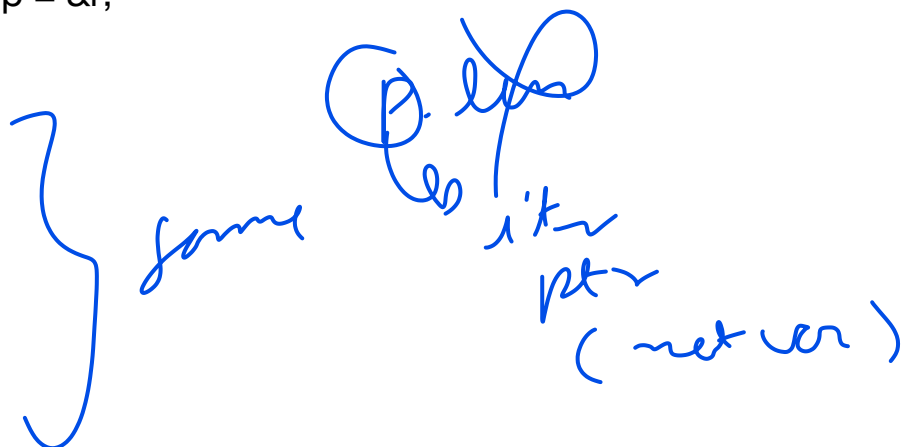
```
Struct Rectangle *p = &r;
```

```
r.length = 15;
```

```
P-> length = 20 ;
```

Or

```
(*p).length = 20 ;
```



heap

Syntax - 2

- **Dynamically** object created in heap and pointer pointing there

Struct Rectangle

```
{  
    int length;  
    int breath;
```

```
};
```

```
Int main()
```

```
{
```

```
    Struct Rectangle *p;
```

```
    (Struct rectangle * ) malloc (sizeof (struct rectangle));
```

```
    P -> length = 10 ;
```

```
    P -> breath = 5;
```

```
}
```

*p = (Struct Rect *) malloc (sizeof (Rect));*
elm void ptr

:)