Exercise 17\_Structures

s214417 Lukas Schou

s214413 Christian Cederhorn

Et billede, der indeholder tekst, skærmbillede, Font/skrifttype, dokument

Automatisk genereret beskrivelse

Et billede, der indeholder tekst, skærmbillede, Font/skrifttype, nummer/tal

Automatisk genereret beskrivelseEt billede, der indeholder tekst, skærmbillede, Font/skrifttype, nummer/tal

Automatisk genereret beskrivelse

Questions

* 17a: What is a member?

A member is a variable within a struct, which is accessed using a dot (.) e.g. *Animal.weight*, where *weight* is the member of the struct *Animal*.

* 17b: Describe the difference between the four statements below:

Et billede, der indeholder tekst, skærmbillede, linje/række, Font/skrifttype

Automatisk genereret beskrivelse

**struct.member** is used for direct access to a member in a struct.

**\*(struct).member** unnecessary use of parentheses, does the same as nr. 1.

**\*struct.member** isn’t a valid syntax.

**struct🡪member** is used to access members through a pointer.

Struct should be a pointer when changing a member variable that is outside of the function and thereby when it is useful to call on data from a struct.

Member should be a pointer when it is useful to have a member point to data outside of the struct.