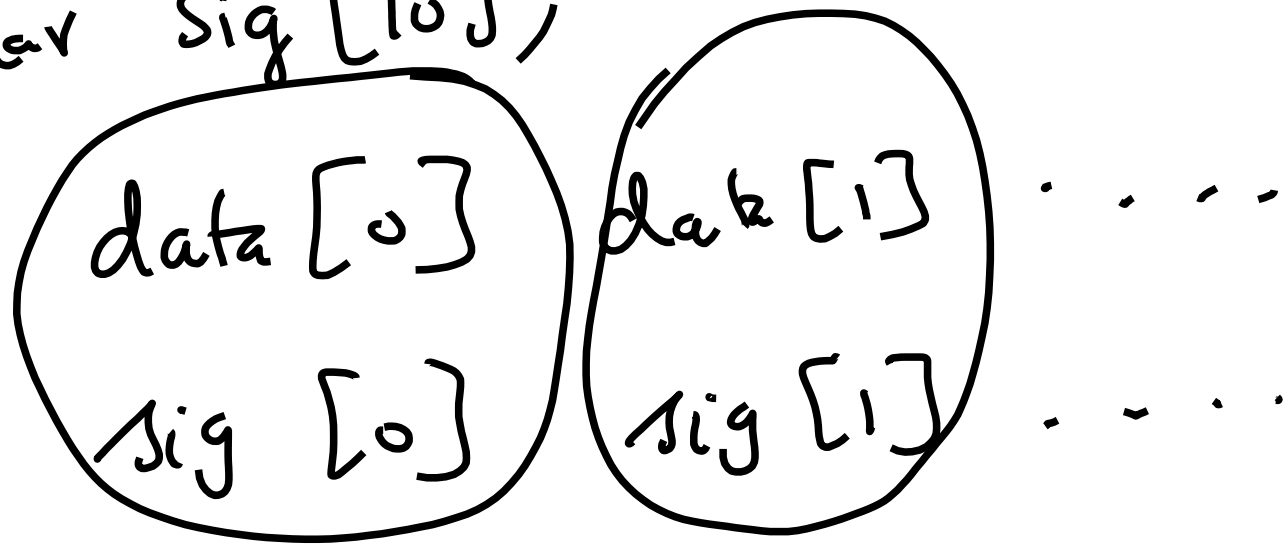
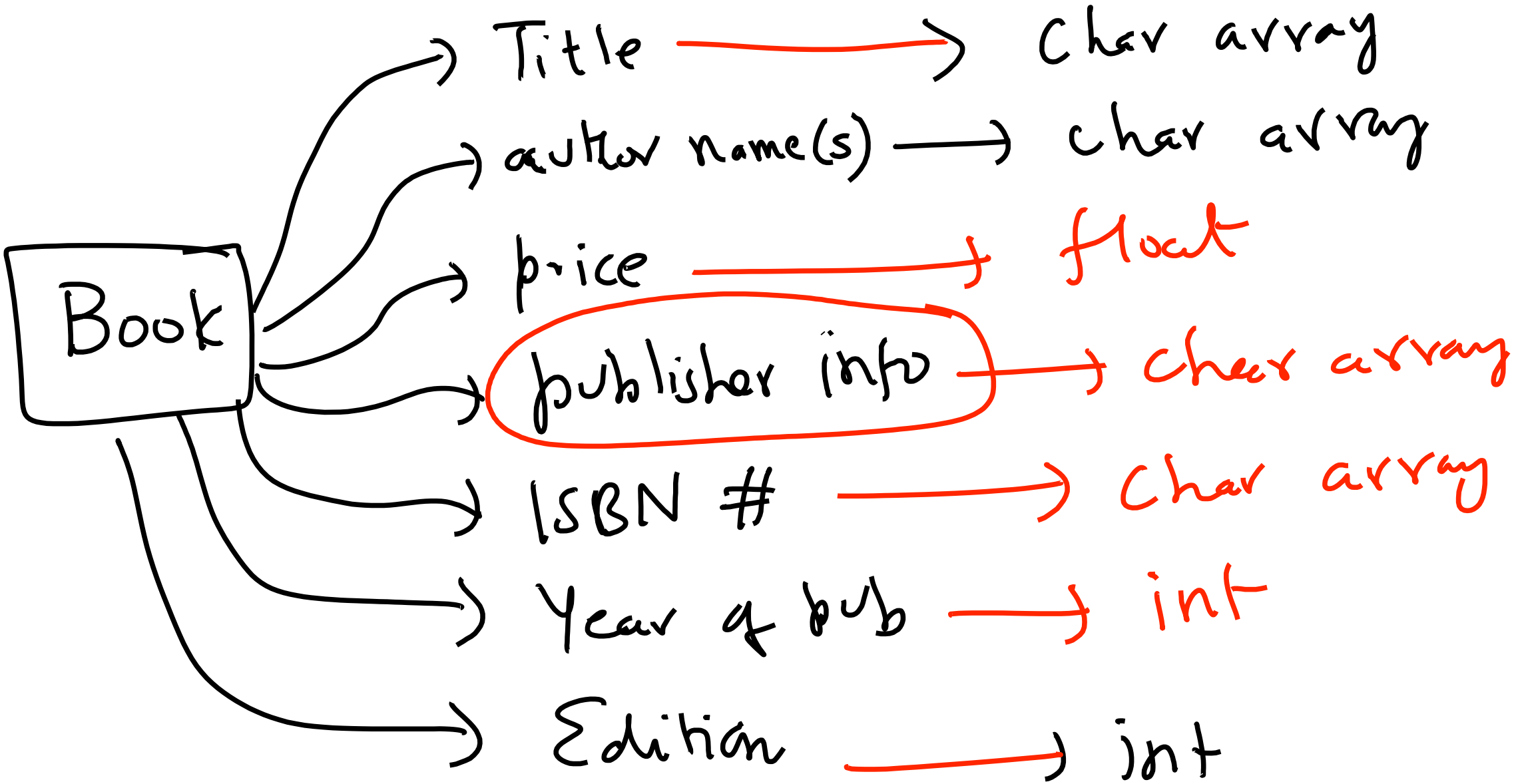
Nov 07, 2017

```
int data[10];
char sig[10];
```



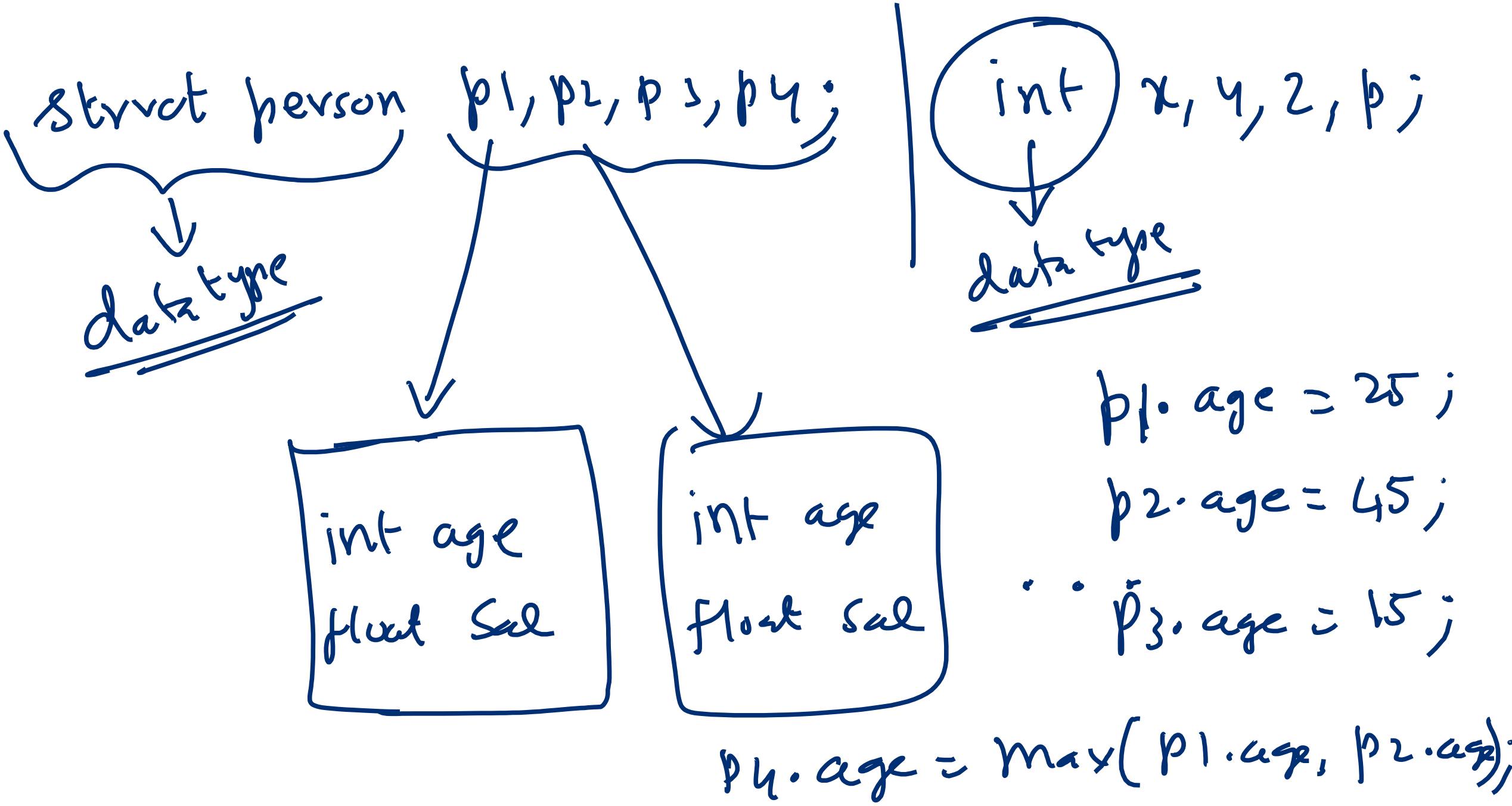

Book
Title
Char array
author name(s)
char array
price
float
publisher info
char array
ISBN #
Char array
Year of pub
int
Edition
int

Structure

```
struct person{
    int age;
    float sal;
    char name[10];
};
```

Members of the struct

```
#include <stdio.h>

struct person{
        int age;
        float sal;
};

main(){

}
```


struct person p1, p2, p3, p4;
int x, y, z, p;
data type
data type
int age
float sal
int age
float sal
p1.age = 25;
p2.age = 45;
p3.age = 15;
p4.age = max(p1.age, p2.age);

```
p4.age = p1.age + p2.age;

p1.sal = 33.57;
```

To access a member in a struct use '.' notation

```
strcpy(p1.name, "IT1007");

strcmp(p1.name, p2.name);
```

struct person p1, p2;

struct house h1, h2, h3;

typedef struct house {
    int unit;
    int blk;
    char street;
    int pin;
} ;

house h1, h2, h3;

h1.unit = 45;

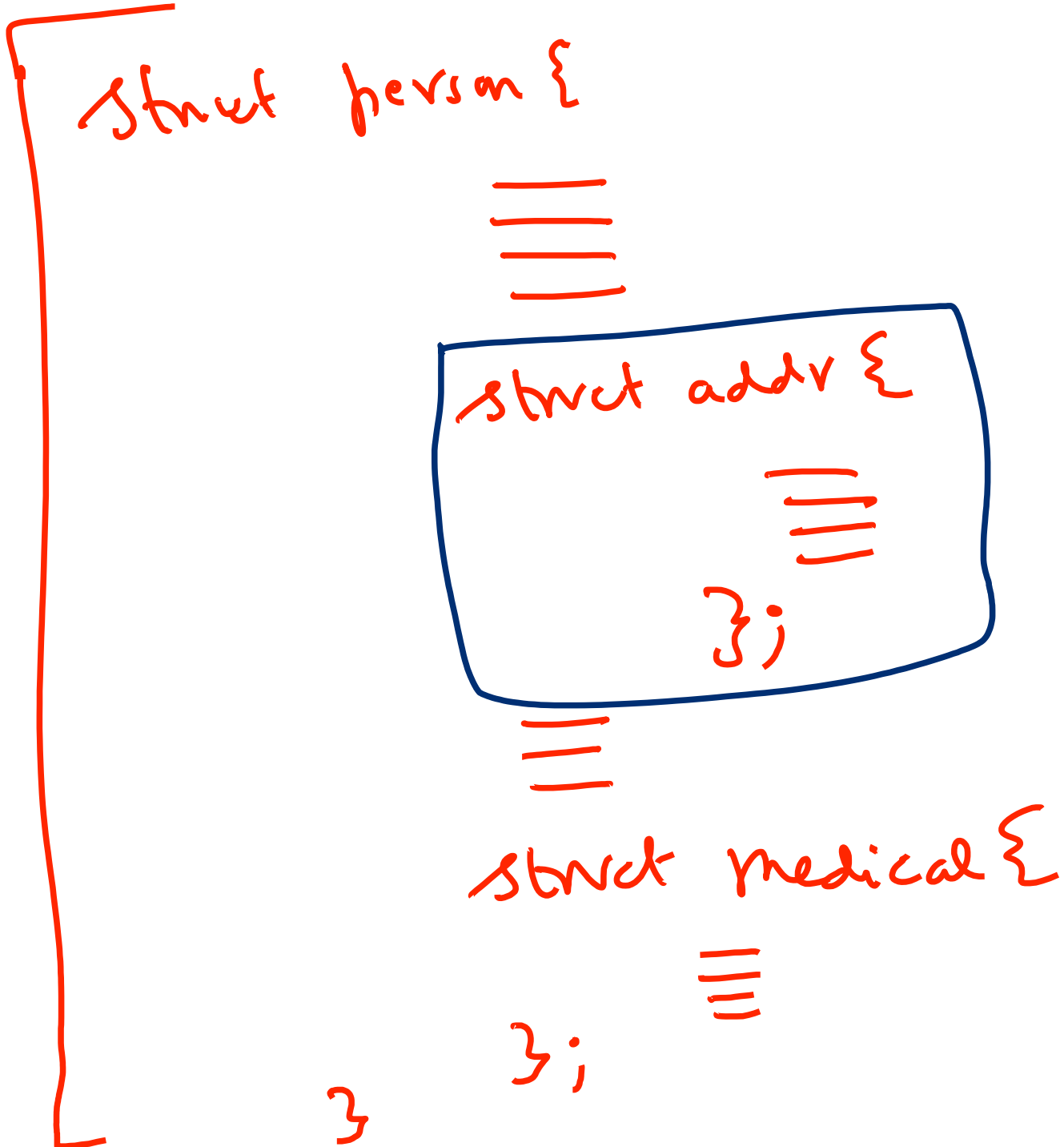
h1.pin = 117576;

int x, y, z;

```
printf("house unit : %d\n", h1.unit);
```

sizeof(h1.unit) → 4 bytes

```
struct person {
        char name[10];
        int age;
        struct addr {
                char street[10];
        } ;     int pin;
```


struct person {
struct addr {
};
struct medical {
};
}

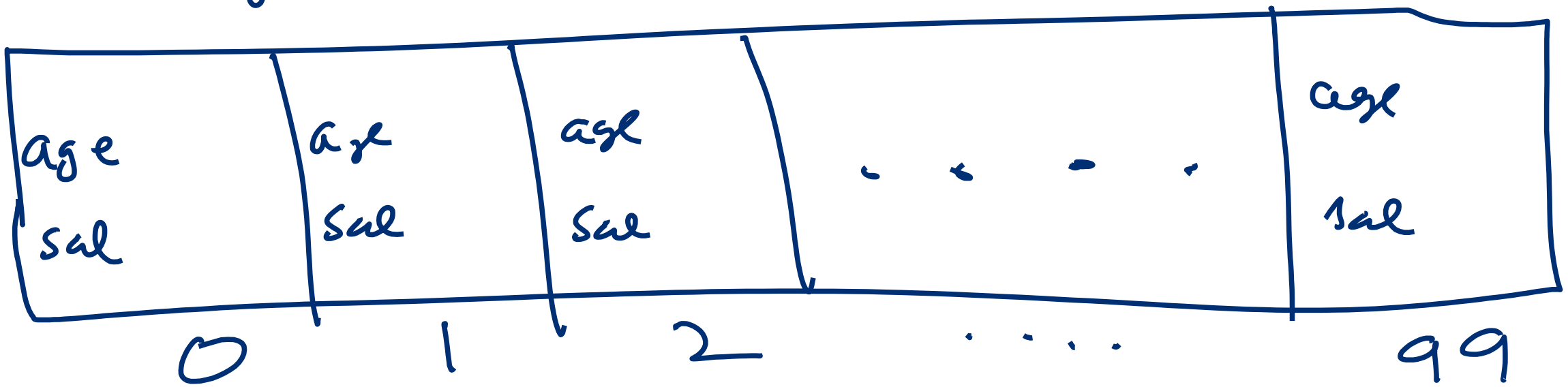
```
struct data{
    int x;
    float y;
    struct nus{
        int num;
        int staff;
    };
};
```

```
struct data d1,d2;

d1.x = 5;
d1.y = 3.3;
d1.nus.num = 15;
d1.nus.staff = 55;

d2.nus.num =
        d1.nus.num+5;
```

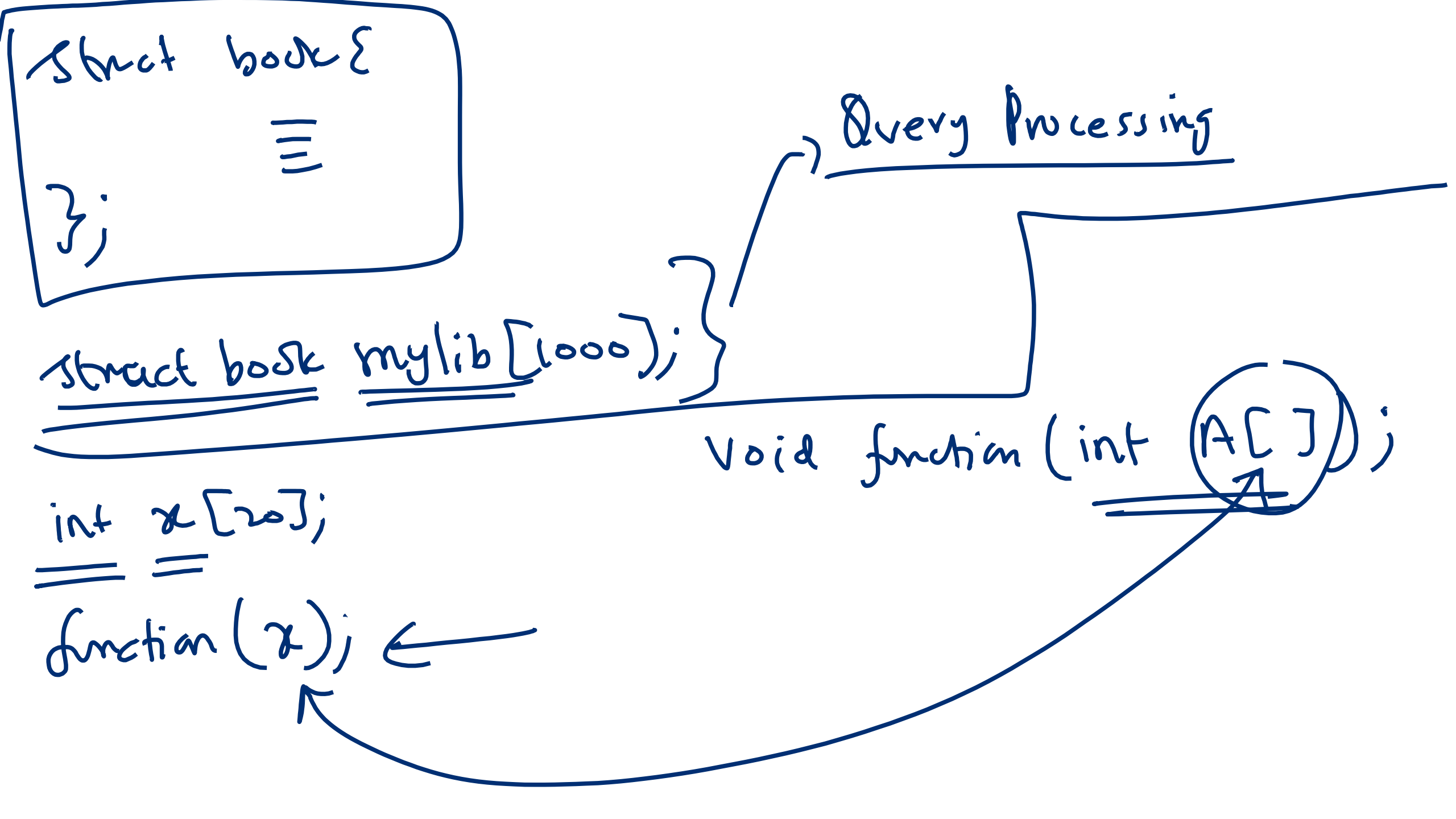
x = y;

```
typedef struct person{
        int age;
        float sal;
};
```

person myfolks[100];



```
myfolks[0].age = 25;

myfolks[i].age = myfolks[j].age + 10;

for(i=0; i<N; i++){

    myfolks[i].age = i;

}
```


struct book {
≡
};
Query Processing
struct book mylib[1000];
Void function (int A[]);
int x[20];
function(x);

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#include < >
#include < >

func prototypes

main( ){
}

f1( ){
:
}

main( ) {
f1(...);
f2(...);
f3(...);
return 0;
}