y 20: Structures and Functions

1. Pass structure to function

2. Return structure from function

Notes:

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① Passing structure to a function

SYNTAX: void functionName (struct structName var) {
                    . . . . }

↳ you can pass a structure by value (a copy is sent).

↳ inside the function, you access members with . (dot) operator.

↳ use void return type if the function only performs an action (like printing) without returning a value.

② Returning a structure from a function:

↳ functions can return a whole structure.

↳ useful for sending multiple related values from a function.

SYNTAX:

```
struct StructName FunctionName (...)
    {
        struct StructName temp;
        // assign values
        return temp;
    }
```