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#include <stdio.h>
typedef struct {
    char name[12];
    int  age;
    char gender;
} player_t;

void Read(player_t *);
void change_name_and_age(player_t *);
void print_player(player_t *);

int main(void) {
    player_t player1;
    Read(&player1);
    print_player( &player1);
    change_name_and_age(&player1);
    print_player( &player1);
    return 0;
}

void Read(player_t *ptr){
    printf("Enter name:");
    gets(ptr->name);
    printf("Enter age:");
    scanf("%d", &(ptr->age));
    printf("Enter gender:");
    scanf(" %c", &(ptr->gender));
}

// To change a player's name and age
void change_name_and_age(player_t *player_ptr) {
    strcpy(player_ptr->name, "Alexandra");
    player_ptr->age = 25;
}

// Print player's information
void print_player( player_t *player_ptr) {
    printf("name = %s; age = %d; gender = %c\n",
        player_ptr->name, player_ptr->age, player_ptr->gender);
}

```