

```

1  #include <stdio.h>
2  #include "fun.h"
3
4  #define N 15
5
6  typedef struct alpha {
7      int      number;
8      char      letter;
9      struct alpha *next;
10 } alpha_t;
11
12 int main (int argc, char **argv) {
13     int i = 0;
14     for (i = 0; i < N; ++i) {
15         printf("Hello World! %d\n", i);
16     }
17     return EXIT_SUCCESS; /* Comment */
18 }/* Next comment is a very long one, so long that it's      ←
   ↪reaching the right side of the frame, but the minted package ↪
   ↪is clever enough to guarantee a good layout. ☺ */
19
20 void display (alpha_t x) {
21     printf("%d, %c", x.number, x.letter);
22 }

```

To display the structure content, we can use `void display(alpha_t x);` function.

```

1  #include <stdio.h>
2
3  int main (int argc, const char *argv[]) {
4      printf("Hello World!\n");
5      return 0;
6  }

```

Code 1: Example of a listing.