

# DASL 130 – C Programming Course

## Lecture 5

# Structures

```
struct name{  
    type name;  
    type2 name2;  
} instance_name = {name_val, name2_val};
```

# Struct Example

```
struct point{  
    int x;  
    int y;  
};
```

```
void move_it(struct point *source, struct point* dest){  
    source->x = dest->x;  
    source->y = dest->y;  
}
```

# Struct Example

```
int main()
{
    struct point location = {2, 3};
    struct point move_to = {-1, -1};
    move_it(location, move_to);
}
```

# typedef

```
typedef oldtypename newtypename;
```

```
typedef struct newtypename{
```

```
    struct contents;
```

```
} newtypename;
```

```
newtypename varname = value;
```