EE 2905

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Homework 7

1 – Create a structure using typedef called myStruct with the following fields.

10 pts

3 ints: foo, boo, soo
1 float: zoo
1 char: goo
1 char array: too (3 elements)

```c
// Type definitions
typedef struct{
    int foo;
    int boo;
    int soo;
    float zoo;
    char goo;
    char too[3];
} myStruct;
```

2 – Using the structure from question 1, create a function to print the values in the structure 30 pts

```
…
mystruct faddle;
print_values(faddle);

…
}// end main

void print_values(const mystruct the_structure){
```

```
void print_values(const myStruct the_structure){
    printf("foo is: %i\n", the_structure.foo);
    printf("boo is: %i\n", the_structure.boo);
    printf("soo is: %i\n", the_structure.soo);
    printf("zoo is: %f\n", the_structure.zoo);
    printf("goo is: %c\n", the_structure.goo);
    printf("the array too is: %c %c %c\n", the_structure.too[0], the_structure.too[1], the_structure.too[2]);

    return;
}// end print_values
```

3 – Using the structure from question 1, create a function to set the the values in the structure   60 pts

```
…
mystruct fiddle;
set_values(&fiddle);

…
}// end main

void set_values(mystruct * the_structure){
```

```
void set_values(myStruct * the_structure){
    printf("please enter an integer value for foo: ");
    scanf("%i", &(the_structure->foo));
    printf("please enter an integer value for boo: ");
    scanf("%i", &(the_structure->boo));
    printf("please enter an integer value for soo: ");
    scanf("%i", &(the_structure->soo));
    printf("please enter a float value for zoo: ");
    scanf("%f", &(the_structure->zoo));
    printf("please enter character  for goo: ");
    scanf(" %c", &(the_structure->goo));
    printf("please enter 3 characters for the array too: ");
    scanf(" %c %c %c", &(the_structure->too[0]), &(the_structure->too[1]), &(the_structure->too[2]) );

    return;
} // end set+values
```