

HW 21

Structures

Name: _____ Time spent: _____ min

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

30 pts

3 ints: foo, boo, soo

1 float: zoo

1 char: goo

1 char array: too (3 elements)

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){
```

3 – Using the structure from question 1, create a function to set the the values in the structure 40 pts

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

```
...  
} // end main
```

```
void set_values(mystruct * the_structure){
```