

Structs

- kinda like objects/classes
- but no methods
- just for organization

```
struct StructName {  
    type fieldname;  
    type fieldname;  
    ;  
};
```

```
struct Car  
    jasons;
```

```
jasons.make =  
    "Toyota";
```

```
jasons.model =  
    "Camry";
```

```
jasons.year = 1996;
```

typedet
}

```
struct Car {  
    char * make;  
    char * model;  
    char int year;  
};  
car-t;
```

~~type~~ unsigned long long int

typedef ↘

↙

UInt;

UInt ~~long~~ bigint;

typedef struct {

int f1;

char c;

float ~~*~~ fp;

} ourthing-t;

ourthing-t ot;

float f = 1.2;

ot.fp = ~~&~~ f;

car-t jasons;

⋮

car-t * cp = &jasons;

(*cp).year → 1996

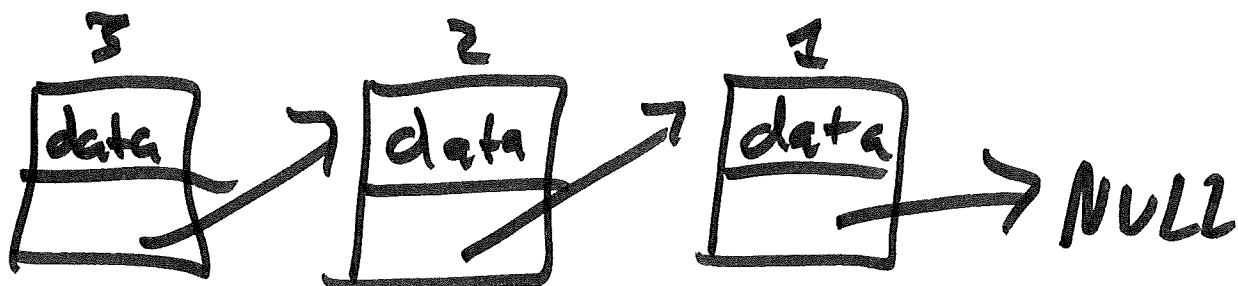
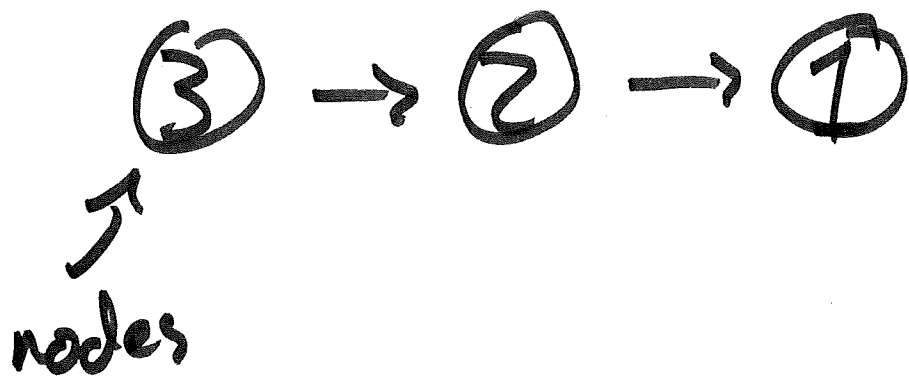
↓

cp → year

- ~~Dynamic~~ Dynamic list

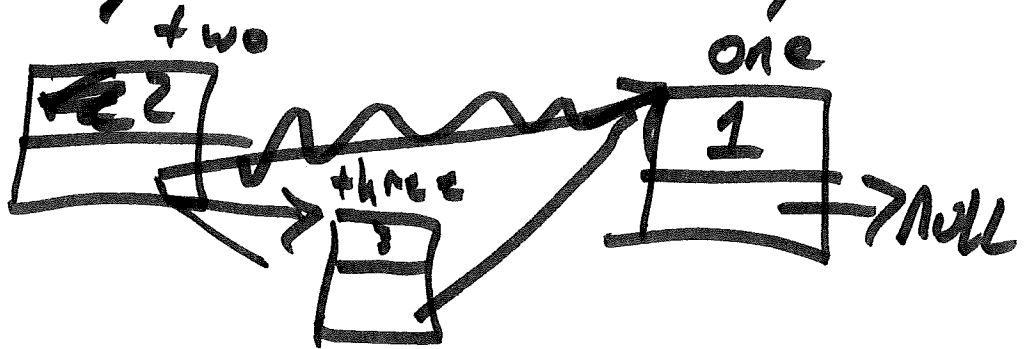
listadd(1) 1
listadd(2) 2...1
listadd(3) 3...2...1
 ⋮

Linked list



node_t one;
 one.data = 1;
 one.next = NULL;

node_t two;
 two.data = 2;
 two.next = &one;



node_t three;
~~three~~ three.data = 3;
 three.next = two.next;
 two.next = &three

