Structures

a set of variables housed together in memory and treated as a single unit

```c
struct person {
    int   ID;
    float kgweight;
    float mheight;
};
```
struct person karen;  /* declaration */
   /* causes instantiation */
   karen.kgweight = 45.6;
   /* the . operator */
   /* look familiar? */
Suppose a function needs to clear the height and weight fields of a person.

Pass a struct as a parameter? Nope. . . remember, C does call by value.

So, pass a pointer to a person struct.
void clear (struct person *p) {
    (*p).kgweight = 0.0;
    (*p).mheight = 0.0;
}

/* a call to function clear */
clear( &karen);

We need the parenthesis.
The dot (membership operator) has higher precedence.
Alternate syntax for this common operation:

```c
p->kgweight = 0.0;
p->mheight = 0.0;
```

This is a dash and a greater than sign, 

*no spaces!*