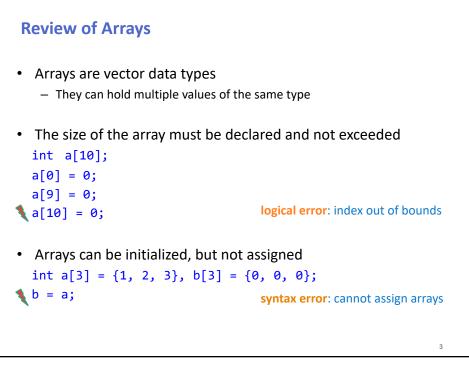
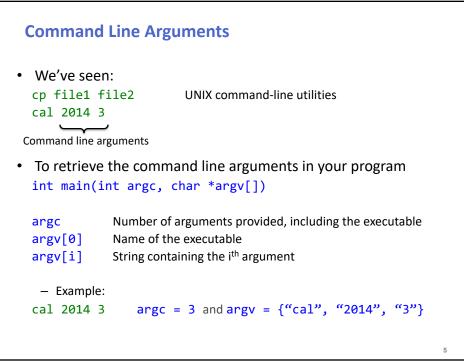
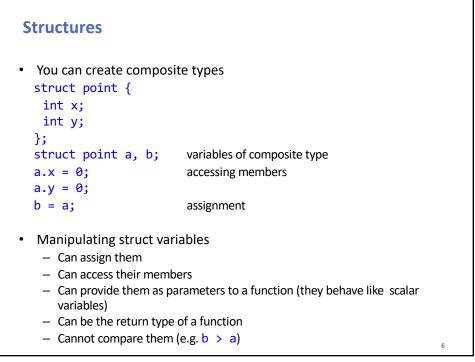
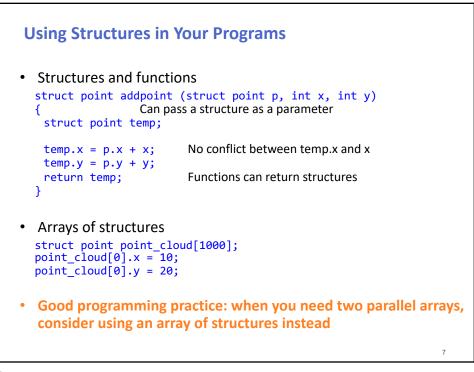


 Where we've been Scalar data types (int, long, float, double, char) Basic control flow (while and if) Functions Random number generation 	
 Arrays and strings Where we're going today Structuring complex programs Enumerations Composite data types: struct Command line arguments Truth values 	
 Where we're going next Then: Control flow 	









typedef

• Create a new type name, for convenient access

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

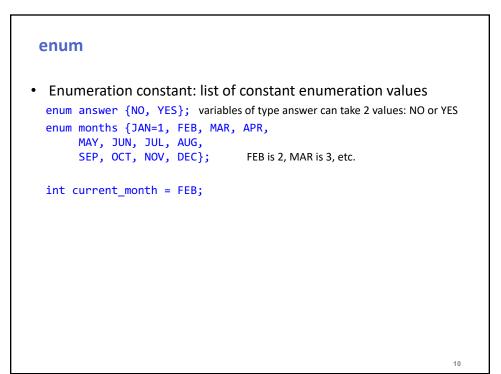
typedef struct point Point;
typedef int Length;
Point p = {0, 0};
Length l = 1;
```

new composite type new scalar type variable of type Point variable of type Length

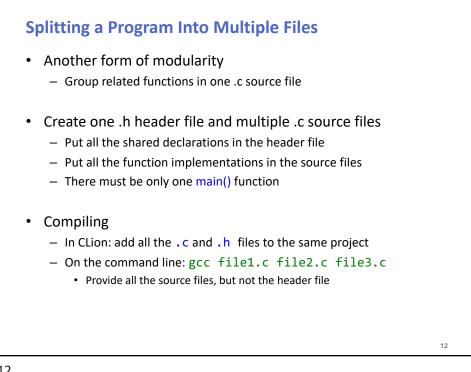
8

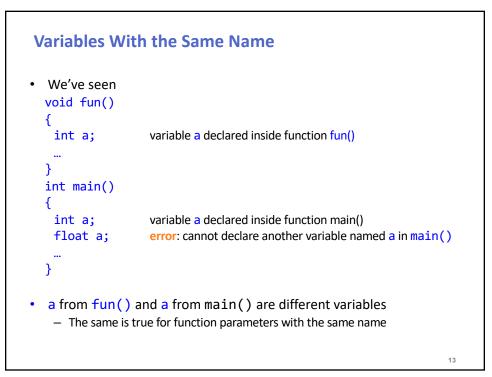
8

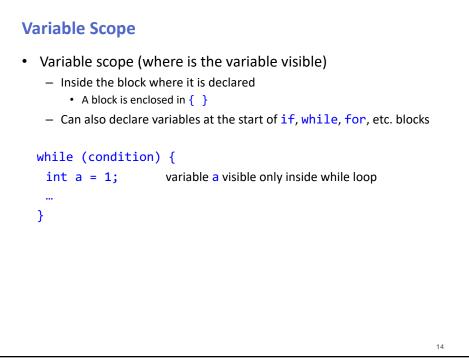
<section-header><section-header>Duty the print of the print of

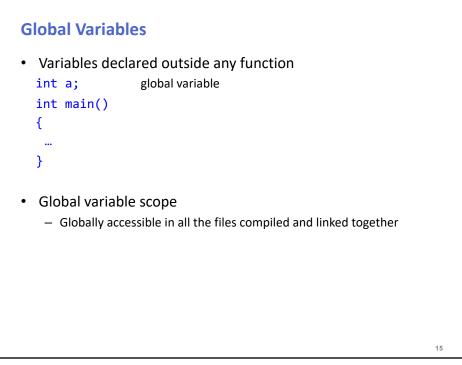


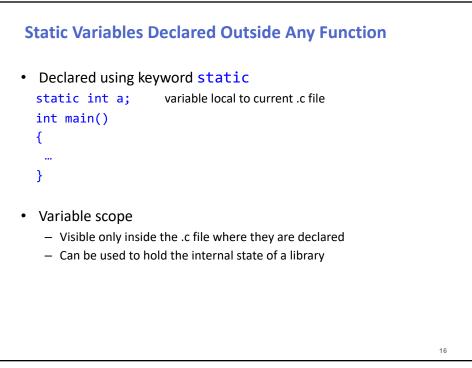
Header Files		
 We've seen <pre>#include <stdio.h> He #include <math.h></math.h></stdio.h></pre> 	ader files from the standard library	
 A header file includes function declarations (prototypes) and constant definitions that are shared among multiple C files #include "myheader.h" Include your header file in the C source files 		
 Must prevent multiple inclusions Wrap everything inside the header in an include guard #ifndef MYHEADER_H_ #define MYHEADER_H_ 		
<pre>#endif /* MYHEADER_H_*/</pre>	11	

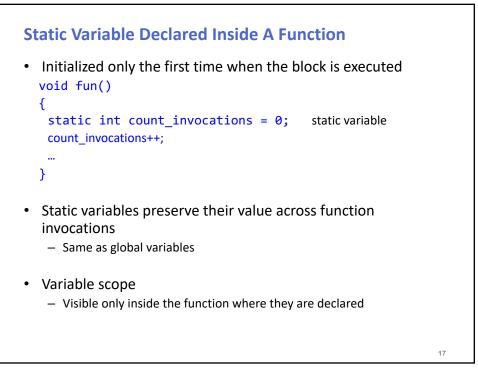


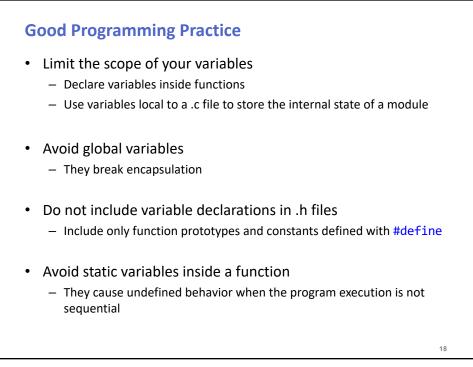


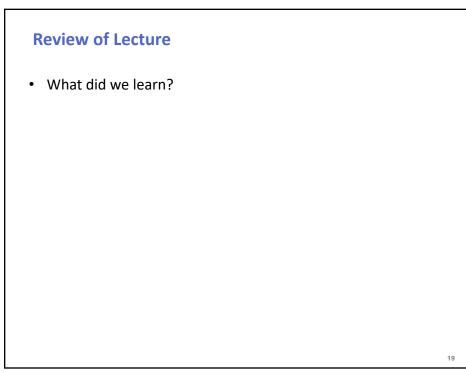












Next Steps

- Next week
 - Control flow
- Assignments for this week
 - Homework: lab08.pdf (on http://ter.ps/enee140), due on Friday at 11:59 pm
 - Read K&R Chapters 2.11, 2.12, 3.4, 3.5, 3.6, 3.7, 3.8, 5.10, 6.2, 6.3, 6.7
 - Weekly challenge: check_password_rules.c
 - Quiz 6 (due on Sunday at 11:59 pm)

