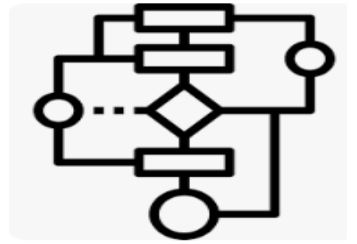


# Algorithms and Data Structure 01



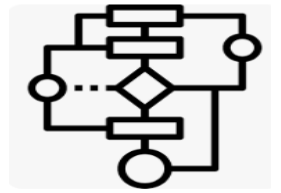
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# Chapter 06 Structures



In many computer science problems the data concerns the same entity:

Imagine a data about a car :

- Model
- Manufacture
- Date
- Registration number
- Motor type
- Etc.
- 

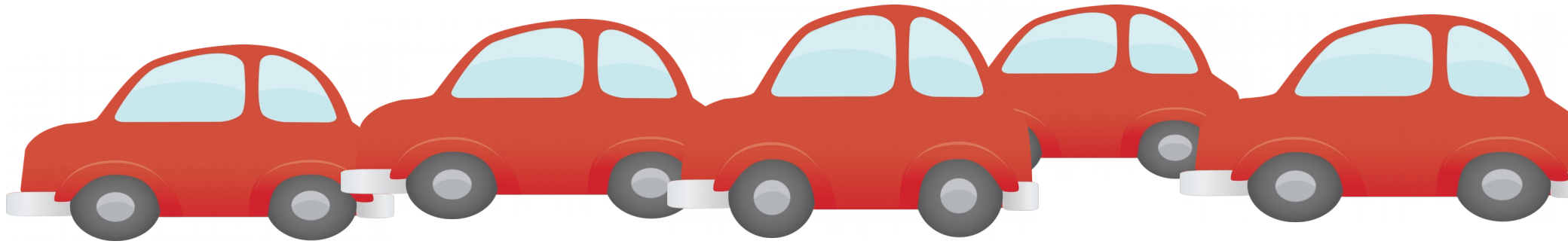


# Chapter 06 Structures



All those information represent a single **car** in our program, do we need to declare a variable for each of those information, knowing that they are in **different type**?

What if we need to manage many **cars** in our program ?



# Chapter 06 Structures

We need a mechanism that allow us to group informaion which concerns the same entity in the same place.

We can do this using **Structure** !

**Structures** (also called structs) are a way to **group several related variables into one place.**

**Unlike an array**, a structure can contain many **different data types** (int, float, char, etc.).

# How we use structure ?

Structure helps to :

- Group information together
- Declare specific (personalized) data type.

```
struct car {  
    char registrationNum[20];  
    char model[20];  
    int speedMax;  
    int date;  
};
```

The structure name

The member of the structure

# How we use structure ?

Once declared it could be used just like any other type.

```
struct car c;  
c.date=2020;  
c.speedMax=180;
```

Declaring a variable with  
The struct type

Accessing the member of the  
Declared variable using “.”

How structure are represented in the memory of the computer

✓ VARIABLES

✓ Locals

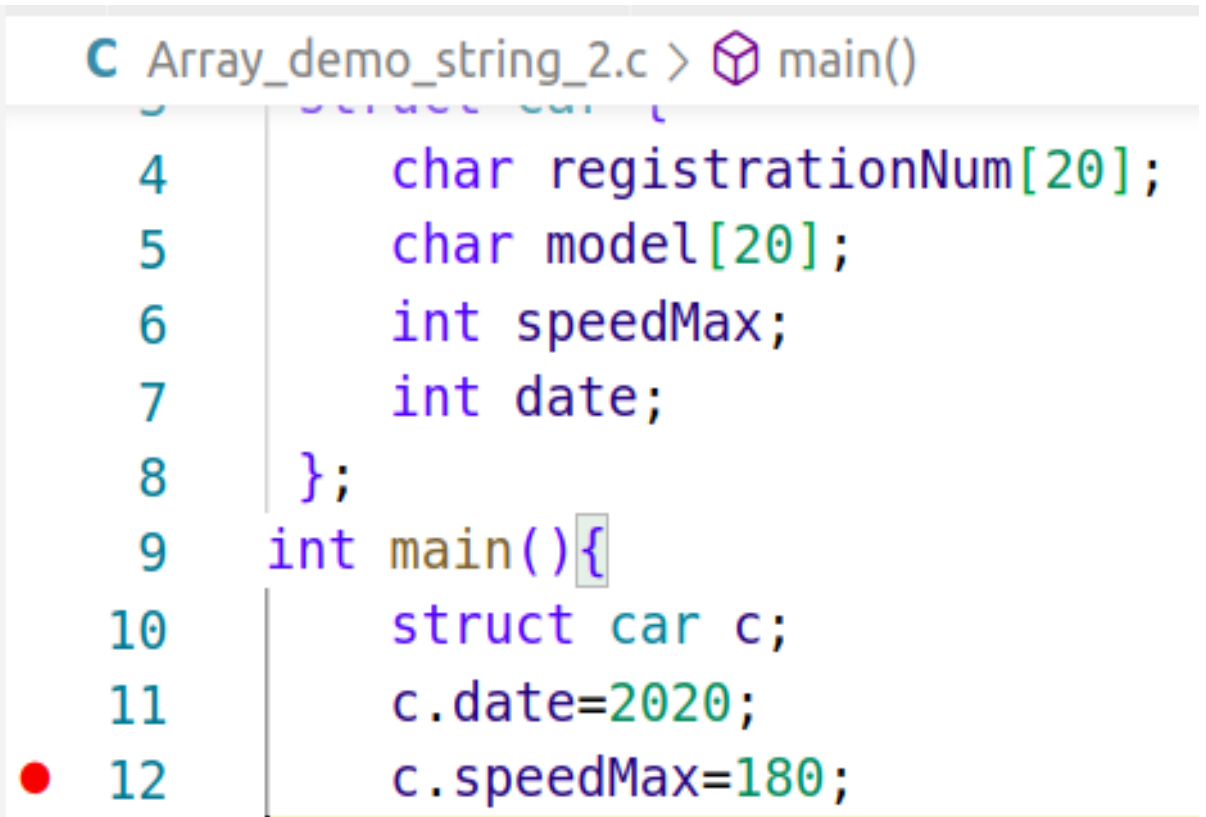
✓ c: {...}

- > registrationNum
- > model
- speedMax: 180
- date: 2020

> Registers



```
C Array_demo_string_2.c > main()
3
4     char registrationNum[20];
5     char model[20];
6     int speedMax;
7     int date;
8 };
9 int main(){
10     struct car c;
11     c.date=2020;
12     c.speedMax=180;
```



# Demonstration #1



```
1  #include<stdio.h>
2  #include<string.h>
3  struct car {
4      char registrationNum[20];
5      char model[20];
6      int speedMax;
7      int date;
8  };
9  int main(){
10     struct car c;
11     c.date=2020;
12     c.speedMax=180;
13     strcpy(c.model,"Clio");
14     strcpy(c.registrationNum,"23-118-5656");
15     printf("\n The car date is %d ",c.date);
16     printf("\n The car max speed is %d ",c.speedMax);
17     printf("\n The car model is %s ",c.model);
18     printf("\n The car registration number is %s ",c.registrationNum);
19 }
```



## Simpler Syntax



By employing this syntax, we can initialize a struct by specifying the value of each member.

```
struct car c2={"23-125-456", "Toyota", 200, 2023};
```

registrationNum

model

speedMax

Date

# Demonstration #2



Write a program which use structure to store data about the student :

- **Speciality**
- **Date first registration**
- **Immatriculation**
- **First name**
- **Last name**
- **Age**



## Using Structures in arrays

The structure once declared can be used as any other types, including the use them in array. We can declare an array in which every cell contains a structures. See the example, **Promotion** is an array of 20, each cell contains a structure as declared **struct student**

```
4 struct student{
5     int grad;
6     float avg;
7     char name[20];
8 };
9
10 int main(){
11
12     struct student promotion[50];
13
14     promotion[0].grad=18;
15     promotion[0].avg=12.5;
16     strcpy(promotion[0].name, "Ahmed");
17
18 }
```

# Using Structures in arrays

```
✓ VARIABLES
  ✓ Locals
    ✓ promotion: [50]
      ✓ [0]
        grad: 18
        avg: 12.5
        > name
      > [1]
      > [2]
      > [3]
      > [4]
      > [5]
      > [6]
      > [7]
```

The array

The content of a cell

The members of the structure

The members here is an array of char, which is a string.