# Structure and Union Types
# Chapter 10

*Problem Solving & Program Design in C*

*Eighth Edition*

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# Chapter Objectives

- To learn how to declare a struct data type which consists of several data fields, each with its own name and data type
- To understand how to use a struct to store data for a structured object or record
- To learn how to use dot notation to process individual fields of a structured object
- To learn how to use structs as function parameters and to return function results
- To understand the relationship between parallel arrays and arrays of structured objects

# User-Defined Structure Types

Name: Jupiter

Diameter: 142,800 km

Moons: 16

Orbit time: 11.9 years

Rotation time: 9.925 hours

```
#define STRSIZ 10

typedef struct {
      char   name[STRSIZ];
      double diameter;            /* equatorial diameter in km    */
      int    moons;               /* number of moons              */
      double orbit_time,          /* years to orbit sun once      */
             rotation_time;       /* hours to complete one
                                        revolution on axis        */
} planet_t;
```

# User-Defined Structure Types

Name: Jupiter

Diameter: 142,800 km

Moons: 16

Orbit time: 11.9 years

Rotation time: 9.925 hours

I will always use this syntax

```
#define STRSIZ 10

typedef struct {
      char   name[STRSIZ];
      double diameter;          /* equatorial diameter in km    */
      int    moons;             /* number of moons              */
      double orbit_time,        /* years to orbit sun once      */
             rotation_time;     /* hours to complete one
                                     revolution on axis         */
} planet_t;
```

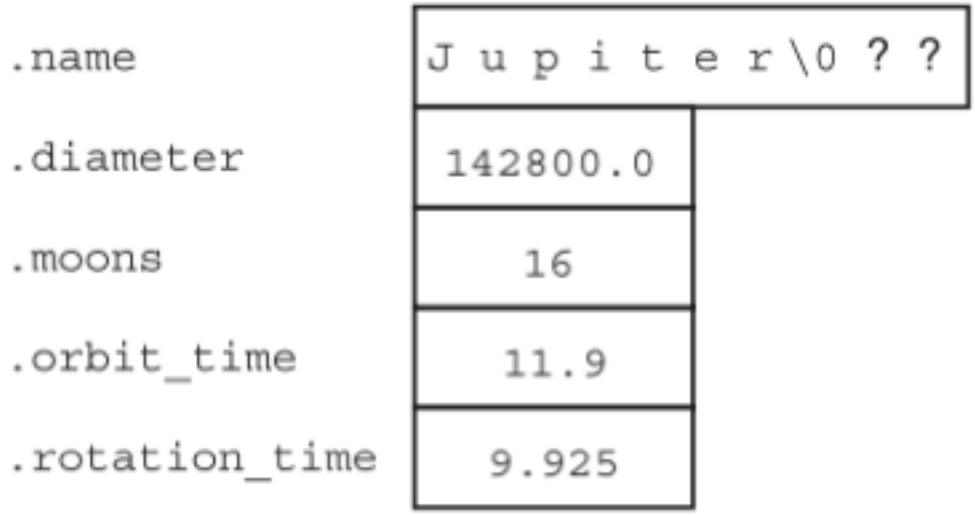
# Individual Components of a Structured Data Object

- direct component selection operator
  - a period placed between a structure type variable and a component name to create a reference to the component

```
planet_t p1;
p1.moons = 10;
printf("p1 has %d moons\n", p1.moons);
```

```
strcpy(current_planet.name, "Jupiter");
current_planet.diameter = 142800;
current_planet.moons = 16;
current_planet.orbit_time = 11.9;
current_planet.rotation_time = 9.925;
```

Variable `current_planet`, a structure of type `planet_t`



# User-Defined Structure Types

Another syntax:

```
struct Planet {
        char name[70];
        double diameter;
        int moons;
        double orbit_time,
                rotation_time;
};
// in a function
struct Planet p1, p2;
```

# Structure Data Type as Input and Output Parameters

- When a structured variable is passed as an input argument to a function, **all of its component values are copied** into the components of the function's corresponding formal parameter.

# Structure Data Type as Input and Output Parameters

- When such a variable is used as an output argument, the address-of operator must be applied in the same way that we would pass output arguments of the standard types char, int, and double.

**FIGURE 10.2** Function with a Structured Input Parameter

```
1.  /*
2.   * Displays with labels all components of a planet_t structure
3.   */
4.  void
5.  print_planet(planet_t pl) /* input - one planet structure */
6.  {
7.        printf("%s\n", pl.name);
8.        printf("  Equatorial diameter: %.0f km\n", pl.diameter);
9.        printf("  Number of moons: %d\n", pl.moons);
10.       printf("  Time to complete one orbit of the sun: %.2f years\n",
11.              pl.orbit_time);
12.       printf("  Time to complete one rotation on axis: %.4f hours\n",
13.              pl.rotation_time);
14. }
```

**FIGURE 10.3** Function Comparing Two Structured Values for Equality

```
1.  #include <string.h>
2.
3.  /*
4.   * Determines whether or not the components of planet_1 and planet_2 match
5.   */
6.  int
7.  planet_equal(planet_t planet_1, /* input - planets to                    */
8.                planet_t planet_2) /*         compare                     */
9.  {
```

*(continued)*

**FIGURE 10.3** (continued)

```
10.       return (strcmp(planet_1.name, planet_2.name) == 0    &&
11.               planet_1.diameter == planet_2.diameter       &&
12.               planet_1.moons == planet_2.moons             &&
13.               planet_1.orbit_time == planet_2.orbit_time   &&
14.               planet_1.rotation_time == planet_2.rotation_time);
15. }
```

# Structure Data Type as Input and Output Parameters

- indirect component selection operator
  - the character sequence -> placed between a pointer variable and a component name creates a reference that follows the pointer to a structure and selects the component

**FIGURE 10.4** Function with a Structured Output Argument

```
1.  /*
2.   * Fills a type planet_t structure with input data. Integer returned as
3.   * function result is success/failure/EOF indicator.
4.   *      1 => successful input of one planet
5.   *      0 => error encountered
6.   *      EOF => insufficient data before end of file
7.   * In case of error or EOF, value of type planet_t output argument is
8.   * undefined.
9.   */
10. int
11. scan_planet(planet_t *plnp) /* output - address of planet_t structure
12.                                         to fill                          */
13. {
14.       int result;
15.
16.       result = scanf("%s%lf%d%lf%lf", (*plnp).name,
17.                                        &(*plnp).diameter,
18.                                        &(*plnp).moons,
19.                                        &(*plnp).orbit_time,
20.                                        &(*plnp).rotation_time);
21.       if (result == 5)
22.             result = 1;
23.       else if (result != EOF)
24.             result = 0;
25.
26.       return (result);
27. }
```

**FIGURE 10.5**

Data Areas of main and scan_planet During Execution of `status = scan_planet (&current_ planet);`

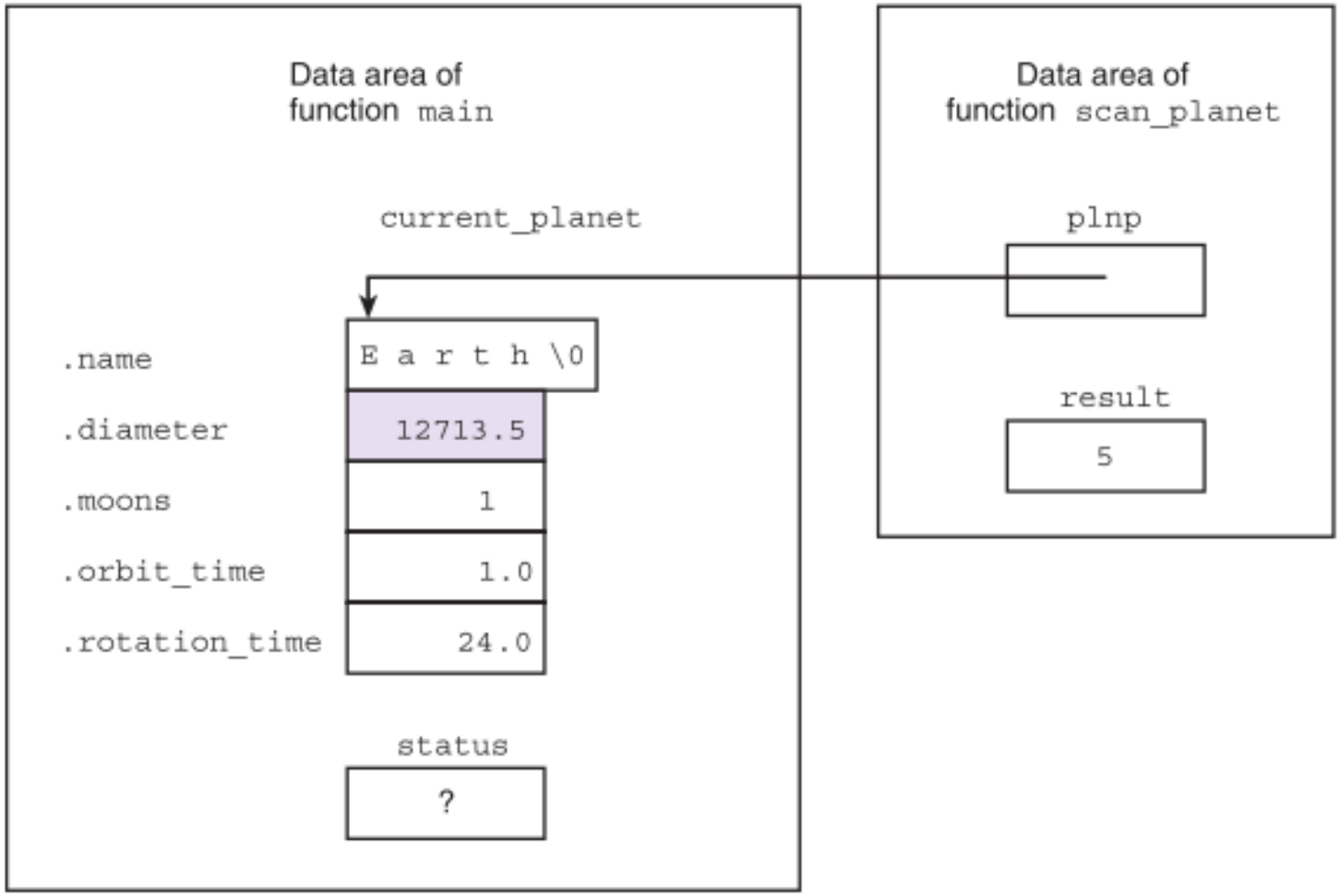


**TABLE 10.2** Step-by-Step Analysis of Reference &(*plnp).diameter

| Reference | Type | Value |
|---|---|---|
| `plnp` | `planet_t *` | address of structure that `main` refers to as `current_planet` |
| `*plnp` | `planet_t` | structure that `main` refers to as `current_planet` |
| `(*plnp).diameter` | `double` | `12713.5` |
| `&(*plnp).diameter` | `double *` | address of colored component of structure that `main` refers to as `current_planet` |

# Functions Whose Result Values are Structured

- A function that computes a structured result can be modeled on a function computing a simple result.

- A local variable of the structure type can be allocated, fill with the desired data, and returned as the function result.

# Functions Whose Result Values are Structured

- The function does not return the *address* of the structure as it would with an array result.

- Rather, it returns the *values* of all components.

**TABLE 10.1** Precedence and Associativity of Operators Seen So Far

| Precedence | Symbols | Operator Names | Associativity |
|---|---|---|---|
| highest | `a[j] f( ... ) .` | Subscripting, function calls, direct component selection | left |
| | `++ --` | Postfix increment and decrement | left |
| | `++ -- !`<br>`- + & *` | Prefix increment and decrement, logical not, unary negation and plus, address of, indirection | right |
| | `(`*type name*`)` | Casts | right |
| | `* / %` | Multiplicative operators (multiplication, division, remainder) | left |
| | `+ -` | Binary additive operators (addition and subtraction) | left |
| | `< > <= >=` | Relational operators | left |
| | `== !=` | Equality/inequality operators | left |
| | `&&` | Logical and | left |
| | `\|\|` | Logical or | left |
| lowest | `= += -=`<br>`*= /= %=` | Assignment operators | right |

**FIGURE 10.6** Function get_planet Returning a Structured Result Type

```
1.  /*
2.   * Gets and returns a planet_t structure
3.   */
4.  planet_t
5.  get_planet(void)
6.  {
7.        planet_t planet;
8.
9.        scanf("%s%lf%d%lf%lf", planet.name,
10.                              &planet.diameter,
11.                              &planet.moons,
12.                              &planet.orbit_time,
13.                              &planet.rotation_time);
14.       return (planet);
15. }
```

**FIGURE 10.7** Function to Compute an Updated Time Value

```
1.  /*
2.   * Computes a new time represented as a time_t structure
3.   * and based on time of day and elapsed seconds.
4.   */
5.  time_t
6.  new_time(time_t time_of_day,    /* input - time to be
7.                                       updated                    */
8.           int    elapsed_secs)   /* input - seconds since last update */
9.  {
10.       int new_hr, new_min, new_sec;
11.
12.       new_sec = time_of_day.second + elapsed_secs;
13.       time_of_day.second = new_sec % 60;
14.       new_min = time_of_day.minute + new_sec / 60;
15.       time_of_day.minute = new_min % 60;
16.       new_hr = time_of_day.hour + new_min / 60;
17.       time_of_day.hour = new_hr % 24;
18.
19.       return (time_of_day);
20. }
```

# Problem Solving with Structure Types

- abstract data type (ADT
  - a data type combined with a set of basic operations

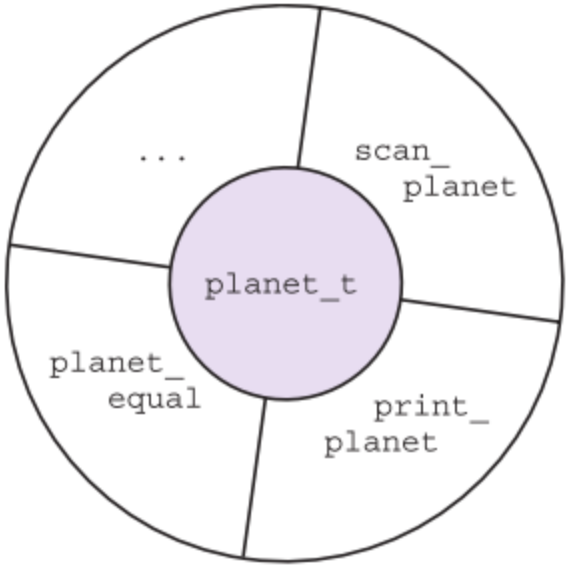



**FIGURE 10.9**

Data Type planet_t and Basic Operations

# Header files: defining the interface

#include<stdio.h>

versus

#include"class.h"

- Angle brackets versus quotes tells compiler where to look for the file
- Gets copied in by preprocessor and then compiled in the .c file
- A .h file is never in the compile command

gcc –o exe –Wall program.c

# .c files: the implementation

- Contain C code
- Do get compiled separately
- Are *linked* after compilation to form the executable

gcc –o exe –Wall program.c funcs.c

# Header guards

- We don’t want to include headers multiple times, but they may reference one another
- Solution: header guards

```
#ifndef FILENAME_H
#define FILENAME_H
/* ... Declarations here ... */
#endif
```