CS 161, Lecture n-1: Structs and Objects
Objects

• The world is filled with them
• Often made of mixed types
• Examples:
Structs – Objects without functionality

- Structs are user defined types that have multiple types

```c
struct book {
    char* title;
    char** authors;
    int num_pages;
};

book text_book;

text_book.num_pages = 500;
```
Use of Structs

• Can use the same way as any other type

```c
book* bookshelf = new book[10];
for(int i=0; i<10; i++) {
    bookshelf[i].num_pages = 100;
    strcpy(bookshelf[i].title, "Place holder");
    bookshelf[i].authors = new char*[2];
    for(int j=0; j<2; j++)
        bookshelf[i].authors[j] = new char[256];
}
```
Demo