

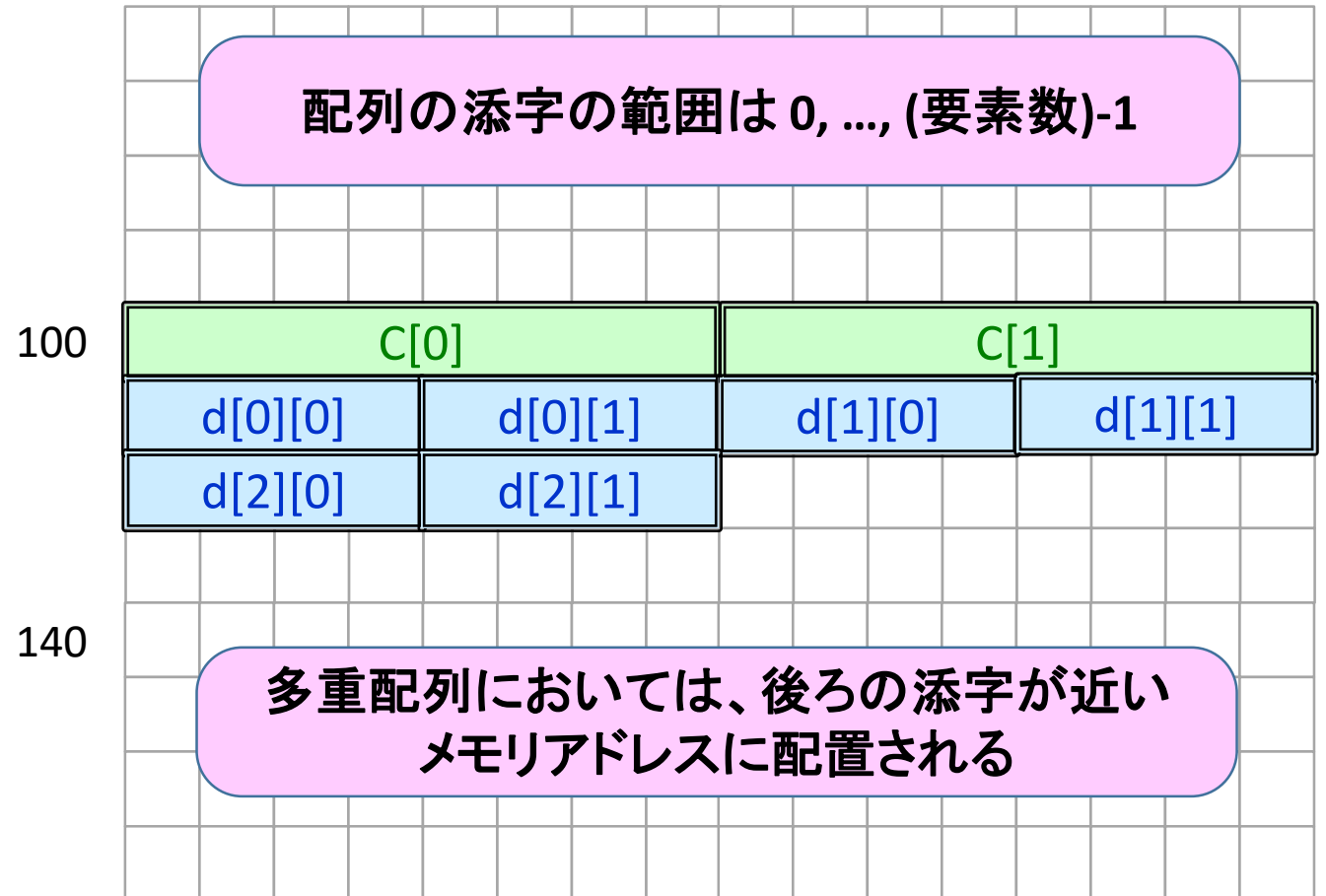
[B4] 配列と構造体

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配列宣言とメモリ領域 (再掲)

```
#include <stdio.h>
int main(void)
{
    double  c[2];
    int     d[3][2];
    ...
    return 0;
}
```

メモリ(記憶素子)

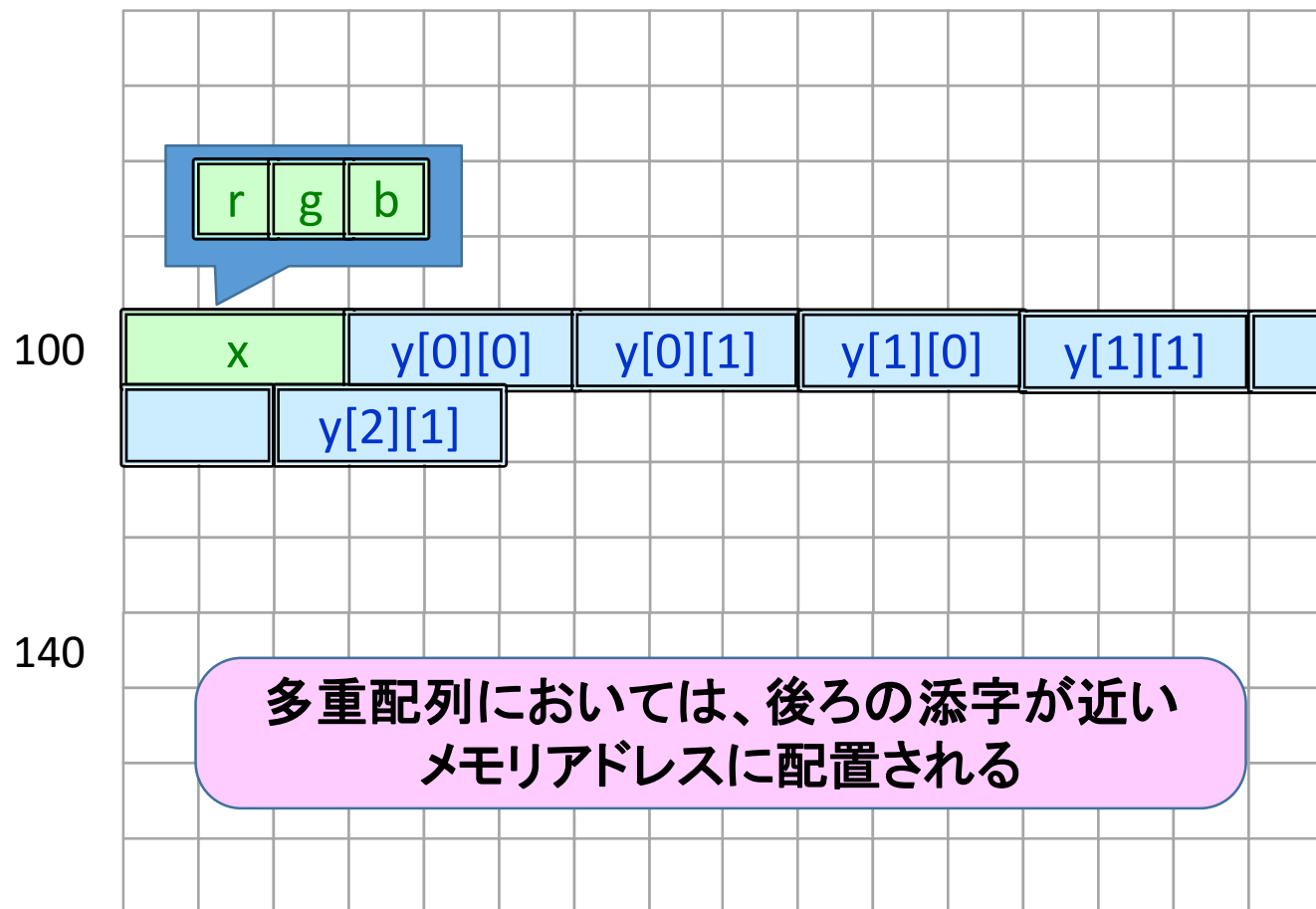


構造体の配列

```
typedef struct {  
    unsigned char r;  
    unsigned char g;  
    unsigned char b;  
} pixel_t;  
  
pixel_t x, y[3][2];
```

`y[1][0].r = 255;`

メモリ(記憶素子)



配列をメンバに持つ構造体

メモリ(記憶素子)

```
typedef struct {  
    char    name[32];  
    int     price;  
    double  weight;  
} item_t;  
  
item_t  a;
```

a.name は配列名 (=ポインタ)
strcpy(a.name, "Apple");
a.name[0] = 'A';

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