```c
/* Demonstrates passing a structure to a function. */

#include <stdio.h>

/* Declare and define a structure to hold the data. */

struct data{
    float amount;
    char fname[30];
    char lname[30];
};

/* The function prototype. The function has no return value, */
/* and it takes a structure of type data as its one argument. */

void print_rec(struct data x);

int main(void)
{
    struct data rec;
    /* Input the data from the keyboard. */

    printf("Enter the donor's first and last names,\n");
    printf("separated by a space: ");
    scanf("%s %s", rec.fname, rec.lname);

    printf("\nEnter the donation amount: ");
    scanf("%f", &rec.amount);

    /* Call the display function. */

    print_rec( rec );

    return 0;
}

void print_rec(struct data x)
{
    printf("\nDonor %s %s gave $%.2f.", x.fname, x.lname,
            x.amount);
}
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#include <stdio.h>

/* Declare and define a structure to hold the data. */

struct data{
    float amount;
    char fname[30];
    char lname[30];
};

/* The function prototype. The function has no return value, */
/* and it takes a structure of type data as its one argument. */

void print_rec(struct data* x);

int main(void)
{
    data *rec = new data;
    /* Input the data from the keyboard. */

    printf("Enter the donor's first and last names,\n");
    printf("separated by a space: ");
    scanf("%s %s", rec->fname, rec->lname);

    printf("\nEnter the donation amount: ");
    scanf("%f", &rec->amount);

    /* Call the display function. */

    print_rec( rec );

    return 0;
}

void print_rec(struct data * x)
{
    printf("\nDonor %s %s gave $%.2f.", x->fname, x->lname,
            x->amount);
}
```