/* Demonstrates a structure that has array members. */

#include <stdio.h>

/* Define and declare a structure to hold the data. */
/* It contains one float variable and two char arrays. */

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

int main(void)
{
    struct donor 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);

    /* Display the information. */
    /* Note: %.2f specifies a floating point value */
    /* to be displayed with two digits to the right */
    /* of the decimal point. */

    /* Display the data on the screen. */

    printf("\nDonor %s %s gave $%.2f.", rec.fname, rec.lname, rec.amount);

    return 0;
}
/* Demonstrates a structure that has array members. */

#include <stdio.h>

/* Define and declare a structure to hold the data. */
/* It contains one float variable and two char arrays. */

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

int main(void)
{
    // same thing now as a pointer
    donor * rec = new donor;
    /* 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);

    /* Display the information. */
    /* Note: %.2f specifies a floating point value */
    /* to be displayed with two digits to the right */
    /* of the decimal point. */
    printf("\nDonor %s %s gave $%.2f.", rec->fname, rec->lname, rec->amount);

    return 0;
}