

```
/* 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. */  
  
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/* Define and declare a structure to hold the data. */  
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```
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    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);
```

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    /* Display the information. */  
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