# Computer Programming: Skills & Concepts (CP)
# Structured data: `typedef`, `struct`, `enum`

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## Last lecture

- Strings



## Today and tomorrow

- `typedef` – for very simple type definitions.
- `struct` – for interesting type definitions.
- `enum` – for set types.
- `switch`/`case` statement.



## Basic data types in C

`int` `char` `float` `double`

Really that's all ...
except for variations such as `signed char`, `unsigned char`, `short`, ...

- These are the basic options we have for *variables*.
- We can apply operators to them, compare them etc `*` , `+` , `==`, `<` etc.

## typedef – “create your own types”

*Create your own types.*

- Well, really just rename the standard ones.
- Use the type just like you would the standard one.
- Useful, for example, in physics:
  Can create metres, kilograms, seconds, joules etc by `typedef`-ing double. (Unfortunately, C will still let you assign seconds to metres. . . )



## More ‘complex’ types

Complex numbers.
Consist of a real and an imaginary part.
Special ways of performing algebraic operations.
Need 2 variables to represent each number.

Messy!



## Adding two complex numbers

```
/* i3 and r3 are returned as the result */
int add(double i1, double i2, double r1, double r2,
        double *r3, double *i3) {
   *r3 = r1 + r2 ;
   *i3 = i1 + i2 ;
   return EXIT_SUCCESS;
}
```

Yuck.



## Structured data

Two new data structures. Normally use with `typedef`.

`struct`:

- Allows you to group related data into a single type.
- Functions can return a `struct` and hence return multiple items of data.

`enum`:

- Allows you to define a set of data that will be enumerated to an integer.

Naming convention: common to append ‘`_t`’ to indicate that the name is a type. Other conventions also used.

## A complex number definition

```c
/* Complex number type */

typedef struct {
  /* Real and imaginary parts. */
  double re, im;
} complex_t;
```



## struct and typedef

With typedef

```c
typedef struct {
...
} complex_t;


complex_t a, b;
```

Without typedef

```c
struct complex {
  ...
};


struct complex a, b;
```



## A function to return a complex number

*we access the member data with .⟨member-name⟩*

```c
complex_t MakeComplex (double r, double i)
/* Function to create an item of ‘complex number’ type
  with real part r, imaginary part i. */
{
  complex_t z;
  z.re = r;
  z.im = i;
  return z;
}
```



## Complex number functions

```c
complex_t ComplexSum(complex_t z1, complex_t z2)
/* Returns the sum of z1 and z2 */
{
  complex_t z;
  z.re = z1.re + z2.re;
  z.im = z1.im + z2.im;
  return z;
}

int ComplexEq(complex_t z1, complex_t z2)
/* Testing for equality of structs. */
{
   return (z1.re == z2.re) && (z1.im == z2.im);
}
```

## Multiply and modulus

```
complex_t ComplexMultiply(complex_t z1, complex_t z2)
/* Returns product of z1 and z2 */
{
  complex_t z;
  z.re = z1.re*z2.re - z1.im*z2.im;
  z.im = z1.re*z2.im + z1.im*z2.re;
  return z;
}

double Modulus(complex_t z)
{
  return sqrt(z.re*z.re + z.im*z.im);
}
```



## An example of using these

```
int main(void)
{
  complex_t z,z1,z2 ;
  z1 = MakeComplex(1.0, -5.0);
  z2 = MakeComplex(3.0, 2.0);
  z = ComplexMultiply(z1, z2);
  printf("The modulus of z is %f\n", Modulus(z));
  if (ComplexEq(z, MakeComplex(13.0, -13.0))) {
    printf("z is equal to 13-13i\n");
  } else {
    printf("z is not equal to 13-13i\n");
  }
  return EXIT_SUCCESS;
}
```



## Nested structs

A struct can include another struct. This is called nesting.
To access a nested struct member

```
#include "descartes.h"
typedef struct { point_t points[3]; } triangle_t;

triangle_t tri;
int x_pos = 10;

tri.points[0].x = x_pos;
```

Because of influences from more modern languages, some would say that nested access is bad style, and it's better to write

```
point_t p0 = tri.points[0];
p0.x = x_pos;
```

Certainly if you're going to write `tri.points[0]` more than once, it pays to use a variable for it.



## Passing struct to a function

Structs can be passed as values to functions:

```
func1(c1) { ...
```

Since C is call by value, the function cannot change member values in the original struct.
To pass a struct by call by reference:

```
Normalize(complex_t *cptr);
.
.
complex_t c1;
Normalize(&c1);
```

In most uses of structs, they are always passed via pointers.

## Structs and pointers

To access the elements of *cptr, we have to write (*cptr).re and (*cptr).im. This rapidly gets boring to type, and is hard to read.
C lets us write cptr->re and cptr->im instead.

```
void Normalize(complex_t *cptr) {
  double mod = Modulus(*cptr);
  cptr->re = cptr->re / mod;
  cptr->im = cptr->im / mod;
}
```

Structs often contain not other structs, but pointers to other structs. Then we get 'pointer chasing':
`g->players[north]->num_concealed`
where g is a pointer to a struct whose players element is an array of pointers to player structs, and a player struct contains an element num_concealed



## Summary (struct)

- typedef allows you to re-name types:
  Handy with struct and enum.
- struct allows you to group related data into a single variable:
  – Useful for records of multiple items.
  – Bank accounts – name, address, balance etc.
- Can treat struct just like any other type:
  – return from functions
  – Arrays of struct
  – Nested structures
  – Passing structs to a function.



## enum

Allows data with integer equivalents to be represented:
– For example months of the year.
– Variables are actually stored as integers.

```
typedef enum {JAN, FEB, MAR, APR, MAY, JUN,
  JUL, AUG, SEP, OCT, NOV, DEC} month_t ;

typedef struct {
  int day;
  month_t month;
  int year;
} date_t

date_t Today;
Today.day = 8 ; Today.month = NOV ; Today.year = 2004
```



## switch/case statement

- A multiple branch selection statement.
- Tests the value of an expression against a list of integers or character constants.
- Similar to a set of nested if statements:
  – Except can only test for equality.
  – Neater and more readable.
  – Well suited to testing enumerated types
  – (*not good*) need to break out of the switch.

## switch/case standard usage

```
switch (⟨expression⟩) {
case ⟨constant-1⟩:
  ⟨statement-sequence-1⟩;
  break;
case ⟨constant-2⟩:       /* constants are integers */
  ⟨statement-sequence-2⟩;
  break;
case ⟨constant-3⟩:
.
.
default:
  ⟨statement-sequence⟩;
}
```



## Function to return the next day

```
date_t Tomorrow(date_t d) {
  switch (d.month) {
  case JAN:
    if (d.day == 31) {
      d.day = 1; d.month++;
    } else { d.day++; }
    break;
  /* Now the other months FEB - NOV ...... */
  ...
  case DEC:
    if (d.day == 31) {
      d.day = 1; d.month = JAN; d.year++;
    } else { d.day++; }
  }
  return d;
}
```



## Combining similar cases

```
date_t Tomorrow(date_t d) {
  switch (d.month) {
  case JAN: case MAR: case MAY: case JUL: case AUG: case OCT:
    if (d.day == 31) {
      d.day = 1; d.month++;
    } else { d.day++; }
    break;
  /* Now the 30 day months, then February */
  ...
  case DEC:  /* is special */
    if (d.day == 31) {
      d.day = 1; d.month = JAN; d.year++;
    } else { d.day++; }
  }
  return d;
}
```



## Summary

`enum` allows representation of information with integer equivalence:

- Months, days etc
- Items in a stock list.
- Buttons on a 'pocket calculator' application.

`switch/case` statement:

- Similar to a set of nested if statements
- Useful for processing an enumerated type.
- For example, processing the key pressed in the calculator.