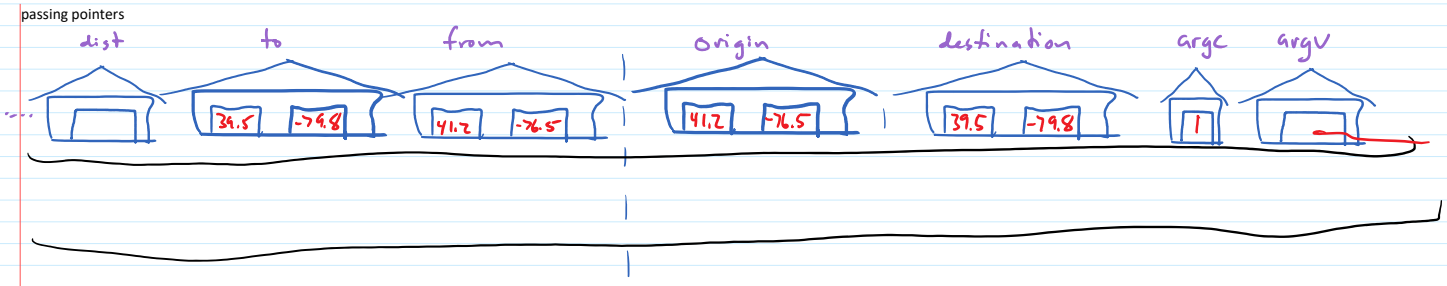
passing pointers

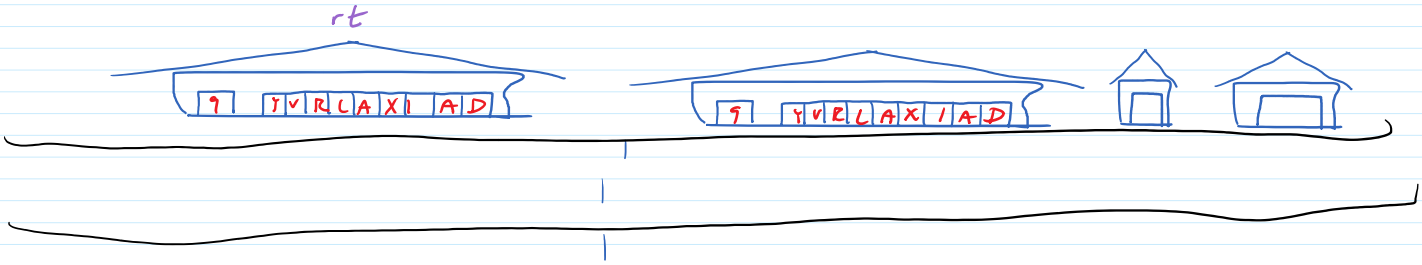



```
typedef struct {
  double lat;
  double lon;
} location;
```

```
int main()
{
  location origin = {41.2, -76.5};
  location destination = {39.5, -79.8};

  printf("%f\n", calc_distance(origin, destination));
}
```

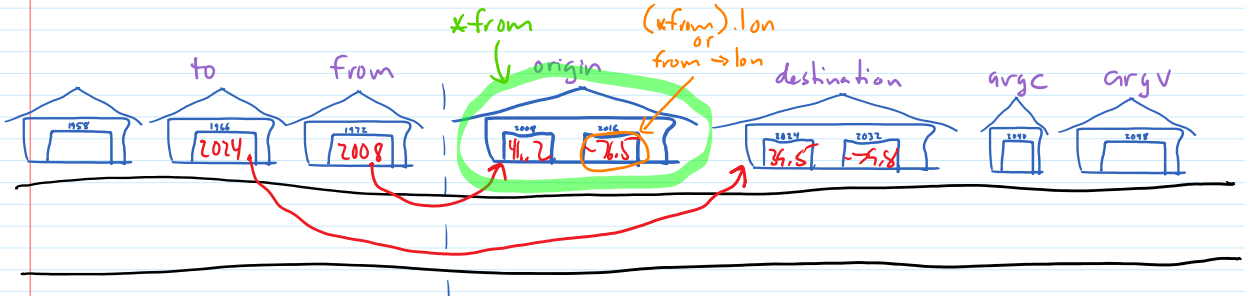
```
double calc_distance(location from, location to)
{
...
}
```




```
typedef struct {
  int len;
  char segments[9];
} route;
```

```
void process(route rt);

int main()
{
  route r;
  ...
  process(r);
}
```




```
typedef struct {
  double lat;
  double lon;
} location;
```

```
int main()
{
  location origin = {41.2, -76.5};
  location destination = {39.5, -79.8};

  printf("%f\n", calc_distance(&origin, &destination));
}
```

```
double calc_distance(location *from, location *to)
{
...
}
```

```
int *make_array(int n)
{
  int arr[n];
```

```
  for (int i = 0; i < n; i++)
  {
    arr[i] = i;
  }

  return arr;
}

int main(int argc, char *argv[])
{
  int *a = make_array(15);
  printf("%d\n", sum1D(arr));
}
```