

Typical Uses of typedef

The most common forms are...

typedef struct player_t Player;

 or

typedef struct player_t player_t;

Note that

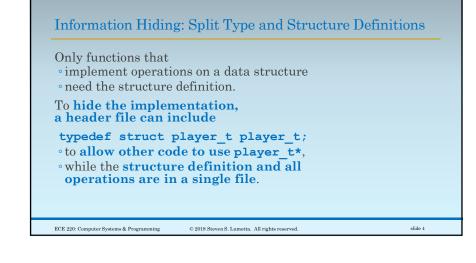
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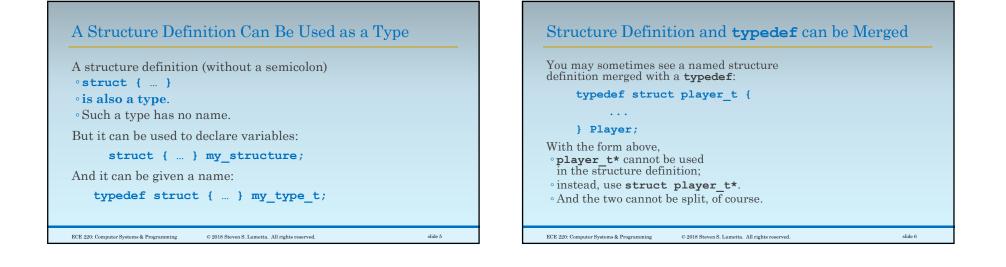
- 1. the **same name can be used** (without **struct**), and
- 2. the structure definition need not appear before these definitions.

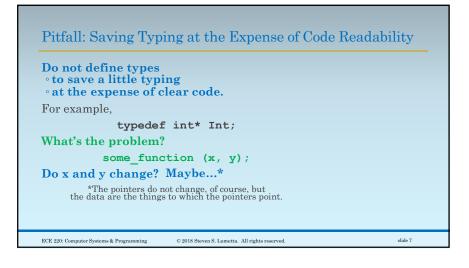
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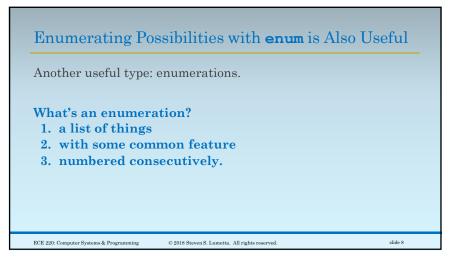
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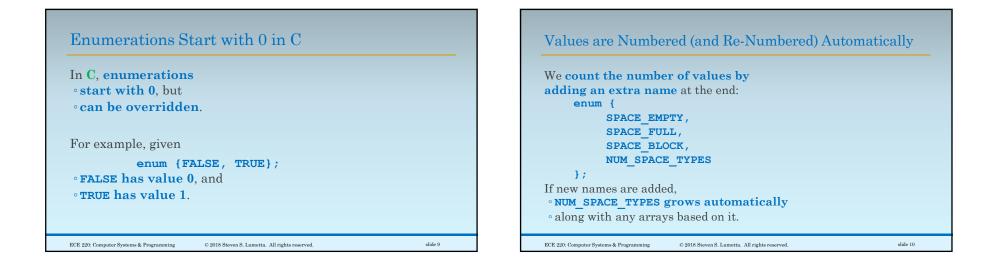
slide 3











Enumerations Can Also Be Used for Bit Vectors	
Enumerations can also be used	
to name bits in a bit vector:	
enum {	
$LEFT_WALL = 1,$	
$RIGHT_WALL = 2$,	
$UPPER_WALL = 4,$	
$LOWER_WALL = 8$,	
$HAS_EXIT = 16$	
};	
Notice how the default values can be overridden.	
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