51struct.c

```c
/* 51struct.c 構造体を使ってみる */
#include <stdio.h>
#include <string.h>

int main(void)
{
	/* 構造体characterを宣言 */
	struct character{
		char name[64];
		double height;
		double weight;
	};

	/* 構造体character型の変数を宣言 */
	struct character nobita, doraemon, copy;

	/*
	メモ
		上記は、
			struct character{
				char name[64];
				double height;
				double weight;
			} nobita, doraemon, copy;

		と一度に記述しても同じ意味となる

	*/

	memset(nobita.name, 0, sizeof(nobita.name));
	memset(doraemon.name, 0, sizeof(doraemon.name));

	strncpy(nobita.name, "野比のび太", sizeof(nobita.name));
	nobita.height = 140.0;
	nobita.weight = 39.0;

	strncpy(doraemon.name, "ドラえもん", sizeof(doraemon.name));
	doraemon.height = 129.3;
	doraemon.weight = 129.3;

	printf("nobita¥n%s¥n%10.1fcm%10.1fkg¥n", nobita.name, nobita.height, nobita.weight);
	printf("doraemon¥n%s¥n%10.1fcm%10.1fkg¥n", doraemon.name, doraemon.height, doraemon.weight);

```

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```
44      /* 構造体変数同士はコピーもできる */
45      copy = doraemon;
46      printf("copy¥n%s¥n%10.1fcm%10.1fkg¥n", copy.name, copy.height, copy.weight)
;
47
48      return 0;
49  }
```