

Arrays of Structures – dynamical allocation

This exercise extends 301-A01 to get you some practice on manipulating data structures stored in a dynamical array. You can start by copying your a01.c file as a02.c to start this exercise and modify the program you already wrote as described below.

Work to do

You will modify the functions you already implemented in the following manner;

- Step #1: Dynamical array of structures
 - Start your *main* by asking the user how many employee records need to be handled by this program
 - You will then allocate dynamically an array of the appropriate number of elements of type *struct record_s*.
 - You will make sure your program deallocate this array before to terminate.
- Step #2: Dynamical strings inside the structure
 - Replace the definition of the field name by a *char**
 - When reading a name, you will read it in a temporary buffer of size 30 characters maximal (regular char array)
 - You will then allocate dynamically a string of the size of the name you just read and copy in it the name
 - The address of that string will go in the *name* field
 - Make sure you deallocate appropriately these strings