```c
#include <stdio.h>
#include <string.h>

struct Date
{
    int yy, mm, dd;
};

struct Emp
{
    char EmpName[25];
    float Salary;
    struct Date hired;
};

struct Dep
{
    struct Emp manager;
    struct Emp worker[25];
    float Profits;
};

void PrintData(struct Emp myData)
{
    // print all the data from the copy, copied into myData

    printf("%s was hired on %d/%d/%d\nwith $%.2f salary per month.\n",
myData.EmpName, myData.hired.dd,
myData.hired.mm,myData.hired.yy,myData.Salary);
}

void main(void)
{
    struct Emp Robert;

    // fill in the myEmp structure with data


    strcpy (Robert.EmpName, "Robert Harris");
    Robert.hired.dd = 10;
    Robert.hired.mm = 10;
    Robert.hired.yy = 2010;
    Robert.Salary = 85000;


    // send the structure to PrintData()
    PrintData(Robert);
}
```

```c
#include <stdio.h>
#include <stdlib.h>


typedef struct {
   int x;
   int y;
} point;


int main() {
   point * mypoint;

   /* Dynamically allocate a new point
      struct which mypoint points to here */

   mypoint = malloc(sizeof(point));

 /* Now initialize x and y to 10 and 5 respectively */

   mypoint->x = 10;
   mypoint->y =5 ;

/* Print the output below */

   printf("mypoint coordinates: %d, %d\n", mypoint->x, mypoint->y);

/* And now free the memory */

   free(mypoint);
   return 0;
}
```

Output:

mypoint coordinates: 10, 5