

Лекция 12

- typedef

```
// Programming 1. Sample at 2016-11-24-14-07.27
#include <stdio.h>

struct Person {
    int a;
};

typedef struct
{
    int p;
} PersonType;

typedef int Int32;

int main(/*int c, char **v */)
{
    Int32 a;

    PersonType p;

    return p.p;
}
```

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