Aim: Understanding "struct" concept and experiencing with dynamic allocation.

PreLab: An example program to illustrate both static and dynamic usages of “struct”s:
/* reference: http://www.crasseux.com/books/ctutorial/Initializing-structures.html */
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

int main() /* To shorten example, not using argp */
{
    struct personal_data
    {
        char name[100];
        char address[200];
        int year_of_birth;
        int month_of_birth;
        int day_of_birth;
    };

    struct personal_data person1 =
    {
        "Liddell, Alice",
        "Wonderland",
        1852,
        5,
        4
    };
    struct personal_data person2 =
    {
        "Hale-Evans, Ron",
        "Seattle, Washington",
        1965,
        6,
        27
    };

    struct personal_data* person_ptr1;
    struct personal_data* person_ptr2;

    person_ptr1 = (struct personal_data*)
        malloc (sizeof (struct personal_data));

    strcpy (person_ptr1->name, "Adams, Douglas");
    strcpy (person_ptr1->address, "The Galaxy");
    person_ptr1->year_of_birth = 1952;
    person_ptr1->month_of_birth = 3;
    /* Don't know his exact birthday */
Lab:
Write a program that uses an “updateTime” function to find the correct time at 30 seconds after the time given as an argument. In your program, you should use the “Time” structure as given below:

```c
struct Time {
    int hour, minutes, seconds;
};
void updateTime( struct Time * ); /* function prototype */
```

For example:
If current time is 14:35:45, then updated time will be 14:36:15.
If current time is 16:59:52, updated time will be 17:00:22.
...

Homework:
Write a small program to make linked list that contains three nodes long and set all their values to be zero. Can you automate this program with a loop? Can you make it work for any number of nodes?