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

struct myStruct {
    int structInt;
    double* structDouble;
};

int main() {

    int x;
    int y;
    int* p;

    /* We are ready to start */
    int i = 1;
    for(i = 0; i < 10; i++) {
        printf("%d ", i);
    }

    myStruct structVar;

    scanf("%d %d\n", &x, &y);

    return 0;
}
```