

Aim: Understanding the use of structures.

Write a program that implements the followings:

- A.** Declere a struct Member containing the following three data members: name, surname, and email.
- B.** Define registerMembers function that takes an empty array of Members and the size of the array, and fills the array.
void registerMembers (struct Member * myMembers, int size);
OR
void registerMembers (struct Member myMembers[], int size);
- C.** Define printMembers function that takes an array of Members and the size of the array, and prints the contents of the array.
- D.** Implement an appropriate main function to test the functions above. Use an array of Members with a size of 5.

Sample output:

```
--Member Registration Program--
```

- ```
1) REGISTER MEMBERS
2) PRINT MEMBERS
3) EXIT
```

```
Select an operation: 1
```

```
Please enter name for 1. Member: Erdem
```

```
Please enter surname for 1. Member: Okur
```

```
Please enter email for 1. Member: erdem@hotmail.com
```

```
.....
```

```
Please enter name for 5. Member: Serhat
```

```
Please enter surname for 5. Member: Uzunbayir
```

```
Please enter email for 5. Member: serhat@hotmail.com
```

- ```
1) REGISTER MEMBERS
2) PRINT MEMBERS
3) EXIT
```

```
Select an operation: 2
```

```
Erdem Okur -> erdem@hotmail.com
```

```
Berkehan Akcay -> berkehan@hotmail.com
```

```
Tolga Eren -> levent@hotmail.com
```

```
Onur Cagirci -> onur@hotmail.com
```

```
Serhat Uzunbayir -> serhat@hotmail.com
```

- ```
1) REGISTER MEMBERS
2) PRINT MEMBERS
3) EXIT
```

```
Select an operation: 3
```

```
Program exits...
```