

Basic overview of the user code

Our structs

user

```
typedef struct user_ {  
  
    char *family_name;  
    char *given_name;  
  
} user;
```

user__store

```
typedef struct user_store_ {  
  
    user      *u;  
    unsigned int  size;  
} user_store;
```

Using them structs

Create a new one

Invoking the new function:

```
us = new_user_store()
```

will give us this:

```
      +-- user_store --+  
us--> | size 0          |  
      | u NULL          |  
      +-----+-----+
```

Add a user

Invoking the add function:

```
us = add_user(us, "Diego", "Maradona");
```

will give us this:

```

      +-- user_store ---+      +-- user ---+
us--> | size 1          |      | fname    |
      | u ----->    |      | gname   |
      +-----+      + |---|-----+
                        | |
                        | |
                        | `-->"Maradona"
                        |
                        `-->"Diego"

```

Add yet another user

Invoking the add function:

```
us = add_user(us, "Mario", "Kempes");
```

will give us this:

```

      +-- user_store ---+      +-- user ---+      +-- user ---+
us--> | size 2          |      | fname    |      | fname    |
      | u ----->    |      | gname   | ----> | | gname   |
      +-----+      + |---|-----+      + |---|-----+
                        | |                | |
                        | |                | |
                        | `-->"Maradona"   | `-->"Kempes"
                        |                |
                        `-->"Diego"        `-->"Mario"

```