Choix de manipulation d'une valeur ou d'un pointeur (en particulier pour les structures)

```
...
struct complex c1, c2;
c1.re = 1.0;
c1.im = 2.5;
....
c2 = c1;
c1.re = 2.0;
printf("%f", c2.re);
...
c2 = f(c1);
```

```
struct complex *c1, *c2;
...
c1 -> re = 1.0;
c1 -> im = 2.5;
...
c2 = c1;
c1 -> re = 1.0;
printf("%f", c2 -> re);
...
c2 = f(c1);
```