greater-than symbol, does for pointers to structures what the dot operator does for structure names. For example, if `ps` points to a type `inflatable` structure, then `ps->price` is the `price` member of the pointed-to structure. (See Figure 4.11.)

**Figure 4.11. Identifying structure members.**

```
struct things
{
    int good;
    int bad;
};

things grubnose = {3, 453};
things * pt = &grubnose;

Use . operator with structure name. }

Use → operator with pointer-to-structure. }
```

Remember

Sometimes new users become confused about when to use the dot operator and when to use the arrow operator to specify a structure member. The rule is simple. If the structure identifier is the name of a structure, use the dot operator. If the identifier is a pointer to the structure, use the arrow operator.