**Structures in C#**

**→** What is structure?

A structure is a value type data type. It is used to hold related data of different data types in a single variable. A structure can contain variables, methods, static constructor, parameterized constructor, operators, indexers, events, and property and other structure types. **A structure cannot inherit from any other structure or class but it can implement from multiple interfaces.**

**→** Use of structure.

A structure is used to hold data for different data types in a single variable. Structure helps to construct a complex data type. It is somewhat similar to an Array, but an array holds data of similar type unlike structure.

**→** Declaration of structure.

Structures is defined by the word/keyword **struct.** We use access specifiers before the struct keyword (public, private, protected, internal). Post the struct we write the name of the structure that we want to give and after it opening a scope and writing all the members (variables and methods).

**→** Syntax of structure.

<modifiers> struct < struct name >

{

structure members

}

**→** Example

public struct Rectangle

{

   public int breadth, height;

    public Rectangle (int b, int h)

    {

        breadth = b;

        height = h;

    }

    public void areaRectangle() {

     Console.WriteLine("Area of Rectangle is: "+(beadth\*height));

}

public class Program

{

    public static **void** Main()

    {

        Rectangle rec = **new** Rectangle(10, 15);

       rec.areaRectangle();

    }

}