**C++ notes**

Structure in C++

We often come around situations where we need to store a group of data whether of similar data types or non-similar data types. We have seen Arrays in C++ which are used to store set of data of similar data types at contiguous memory locations.

Unlike Arrays, Structures in C++ are user defined data types which are used to store group of items of non-similar data types.

Structure is collection of dissimilar elements.

Structure is a way to group variables.

Structure is used to create data type.

Main()

Int x=5;

Int a[10]

Struct book

{

Int book id;

Char titile[20];

Float price;

};

Void main()

{

Book b1;

}

//here you can see that multiple data types value store in a single datatype which is struct.

Struct book

{

Int book id;

Char tittle [20];

Float price;

Void main()

{

Book b1 = (100,”hey my name abhi”,450.0);

Book b2,b3;

B2.book id =101;

Strcpy(b2.tittle,”c++ made easy”);

B2.price=300.0;

B3=b2;

}

We passing a string that’s why using strcpy

#include<conio.h>

#include<iostream.h>

Struct book

{

Int book id;

Char title[20];

Float price;

};

Void display(book);

Book input();

Void main()

{

Book b1;

b1=input();

display(b1);

getch();

}

Void display(book b)

{

Cout<<”\n”<<b.bookid <<” ”<b.tittle<<” ”<<b.price;

}

Book input()

{

Book b;

Cout<<”enter book id tittle and price of book”;

Cin>>b.bookid>>b.tittle>>b.price;

Return(b);

In c when you use structure you have to compulsoryto write struct but in c++ optional.