//What is struct

// Data types are of how nany times

// inbulit , user defined

// inbuilt > int chat float boolean datetime

// user defined : class , struct , enum

// struct

//n1 , n2 , n3;

string name ;

int rn;

string batch;

strcture : it’s a collection of variables of different types

it’s a user defined type, value type variable

using System;

struct record

{

public int rn;

public string name;

public string batch;

//public record() { }

public record(int rn, string name, string batch)

{

this.rn = rn;

this.batch = name = batch;

this.name = name;

}

// NO WE CAN NOT DEFINE DEFAULT CONSTRUCTOR

// THERE CAN BE ONLY ONE FULLY PARAMETERIZED CONSTRUCTOR IN

// A STRUCT

// IT DOES NOT ALLOW INHERITANCE

//public void GetDetails()

//{

// Console.WriteLine("Enter RollNo");

// Console.WriteLine();

//}

}

class Program

{

static void Main()

{

record rec = new record();

rec.rn = 10;

rec.name = "Ajay";

rec.batch = "B001";

}

}



Struct record

{string name ;

int rn;

string batch;

}