//Designated Initialization C++ 20

//Don't forget to set Visual Studio 19 to C++ Latest working draft C++ version 20 and not ISO 17!

#include <iostream>

#include <string>

using namespace std;

struct person { string name; int age; int weight; float height; };

int main()

{

//Two ways to set values equal initializers or via brace initializers.

person bill{ .name{"Bill"}, .age = 22, .weight = 180, .height{6.2} }; // you get an error if designator order does not match declaration order

person sally{ .name= "Sally", .age = 19, .weight = 120 }; // var. height initialized to 0 since left out

//print data

cout << "Person " << bill.name << " has a height of " << bill.height << endl;

cout << "Person " << sally.name << " has a height of " << sally.height << endl;

return 0;

}