Using Structs to Structure Related Data

A struct, or structure, is a custom data type that lets you package together and name multiple related values that make up a meaningful group. If you're familiar with an object-oriented language, a struct is like an object's data attributes. In this chapter, we'll compare and contrast tuples with structs to build on what you already know and demonstrate when structs are a better way to group data.

We'll demonstrate how to define and instantiate structs. We'll discuss how to define associated functions, especially the kind of associated functions called methods, to specify behavior associated with a struct type. Structs and enums (discussed in the [next chapter](ch06-01-enums.md)) are the building blocks for creating new types in your program's domain to take full advantage of Cairo's compile-time type checking.