

# Lecture 10 Notes

Derek Harter

2015-04-07

## 1 First Session (11 - 11:40)

### 1.1 Structures in C

- **struct** are **aggregrate** data types - they can be built using elements of primitive types.
- **struct** are basically a **record**, a row of a database or table.
- **struct** are an example of a **user defined type**. Like **enum** they allow.
- In this course we don't cover object oriented analysis and design, but basically classes in C++ are **struct** user defined types with associated methods that operate on the new type.

### 1.2 Defining a struct

## 2 Second Session (11:45 - 12:30)

### 2.1 Another header

## 3 Third Session (12:40 - 1:40)