Lecture 10 Notes

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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

```
struct Trial
{
   string name;
   string gender;
   float reactionTime; // ms
   int numberOfPresses;
}; // don't forget the semicolon
```

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

2.1 Another header

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