

```
struct vehicle {
```

```
    string type;
```

```
    int wheels;
```

```
    int gear;
```

```
int main {
```

```
    car corollaDX.type = "Sedan";
```

```
    car corollaDX.wheels = 4;
```

```
    corollaDX.gear = 5;
```

```
    cout << corollaDX.type << endl;
```

```
    cout << corollaDX.wheels << endl;
```

```
    cout << corollaDX.gear << endl;
```