

Ch-7 Structures, Unions & Enums

What is structures

It is a user defined datatype that combine dissimilar - important items.

Syntax:-

struct emp { makes a datatype struct

int id;
char fav;
float salary; } dissimilar variables.

};

struct emp aditya; making aditya emp
aditya.id = 2;
aditya.fav = 'c';
aditya.salary = 12000000;

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typedef

typedef struct emp
int id;
} emp;
emp & struct name
emp harry;

What is Union.

Similar like structure but
optimise the memory.

Syntax

```
Union money {
    int rice;
    char car;
    float pounds;
}
```

What is enum?

Give value to variable

Syntax:-

```
enum Meal { breakfast, lunch, dinner }
```

```
Meal m1 = breakfast;
```

```
cout << (m1 == 1);
```

Gives 0

now gives 1 >