

```
1  #include <iostream>
2  struct Point {
3      int x;
4      int y;
5  };
6  // Instead of writing this, we can represent the x and
7  • y coordinates through a structure called 'Point'
8  void DrawLine(int x1, int y1, int x2, int y2) {
9  }
10
11 //More natural and easy to understand
12 // More readable and easier too!
13 // Note that you are able to access the member
14 • variables directly,
15 // because these variables within the Struct is
16 // declared as public.
17 // If we had used a class here, instead of a struct,
18 • then we would have to manually use the access
19 • modifier public.
20 // In this regard, Structures give us convenience. In
21 • C++, a struct and a class are exactly the same
22 • except for default access.
23 // You can use a structure everywhere a class is used.
24 void DrawLine(Point start, Point end) {
25     std::cout << start.x << std::endl;
26 }
```

```
1  int main() {
2
3      return 0;
4  }
```