**Structures**

* Structure is a value type and a collection of variables of different data types under a single unit.
* The structure in C# can contain fields, methods, constants, constructors, properties, indexers, operators and even other structure types.
* To define a structure, you must use the **struct** statement.

**Struct:**

* The keyword struct can be used to declare a structure.
* The general form of a structure declaration in C# is as follows.

<modifiers> struct <struct\_name>

{

//Structure members

}

* Where the modifier can be private, public, internal or public. The struct is the required keyword.

**For example**

**struct** Books

{

public string title;

public string author;

public string subject;

public int book\_id;

};

**Example:**

using System;

class Personc

{

// Defining structure

public struct Person

{

// Declaring different data types

public string Name;

public int Age;

public int Weight;

}

}

class Geeks

{

// Main Method

public static void Main(string[] args)

{

// Declare P1 of type Person

Person P1;

// P1's data

P1.Name = "Keshav Gupta";

P1.Age = 21;

P1.Weight = 80;

// Displaying the values

Console.WriteLine("Data Stored in P1 is " +

P1.Name + ", age is " +

P1.Age + " and weight is " +

P1.Weight);

}

}

}