```
//STRUCTURES

//1
/*struct Car {
    var make: String
    var year: Int
    var color: String

    func startEngine() {
        print("make = \(make),year = \(year)")
    }
    func drive() {
        print("make = \(make),year = \(year)")
    }
    func park()
    {
        print("make = \(make) , year = \(year)")
    }
}
let firstCar = Car(make: "Honda", year: 2010, color: "blue")
let secondCar = Car(make: "Ford", year: 2013, color: "red")

firstCar.startEngine()
secondCar.drive()*/



//2
/*struct Size{
    var width: Double
    var height: Double

    func area() -> Double {
        return width * height
    }
}
var someSize = Size(width: 10.0, height: 5.5)
print(someSize.area())*/
```

```
//3
/*struct Shirt {
var size: String
var color: String
}
let myShirt = Shirt(size: "XL", color: "blue")
let yourShirt = Shirt(size: "M", color: "red")

print("Size of my shirt is", myShirt.size, "and size of your shirt is", yourShirt.size)*/

//4
/*struct Dash {
    var speed: Double = 0
    var distance: Double = 0
}

let firstPerson = Dash(speed: 60)
let secondPerson = Dash(distance: 1000)
let thirdPerson = Dash(speed: 80, distance: 1250)

print(firstPerson)
print(secondPerson)
print(thirdPerson)*/



//CLASSES

//1
/*class Person {
    let name: String

    init(name: String) {
        self.name = name
    }

    func sayHello() {
        print("Hello")
    }
```

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}

let person = Person(name: "Adi")
print(person.name)
person.sayHello()*/


//2
/*struct Person {
    var name: String
    var age: Int
}

var jack = Person(name: "Jack", age: 24)
var myFriend = jack

jack.age += 1

print(jack.age)
print(myFriend.age)*/
```