C++ Structures

A structure is a simple way to gather together several pieces of data and refer to them as a common unit. You can think of a structure like a class that has only public instance variables, with no methods or constructors.

Example 1 – TimeStructure1.cpp

This example has a structure for the time of day (hour, minute, and second). The structure is defined inside the main function.

Example 2 – TimeStructure2.cpp

This is basically the same as Example 1, only the structure definition has been moved outside of the main function, which is much more common.

Example 3 – TimeStructure3.cpp

If the structure is getting too large and complex, C++ allows you to include one structure within another structure (i.e. nested structures).