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# Rocket Uniface Library 10.4

## Example: Removing Members

This example demonstrates how Struct members can be removed (detached) from their parent.

 **Note:** Members are deleted only when there are no more references to the Struct.

```
function REMOVE_MEMBER
variables
  struct vStruct
endvariables

  call printHeader("REMOVE_MEMBER") ; display entry header in the message frame

; Build a Struct with two members
vStruct->a = "AAA"
vStruct->b = "BBB"
putmess vStruct->$dbgstring [1]

; Detach b from its parent:
vStruct->b->$parent = "" [2]
putmess "Member 'b' has been removed:"
putmess vStruct->$dbgstring
end ; function REMOVE_MEMBER
```

1. Display the Struct in the message frame:

```
[ ]
[a] = "AAA"
[b] = "BBB"
```

2. Remove Struct b by assigning an empty string to its parent. The resulting Struct has only one member:

```
Member 'b' has been removed:
[ ]
[a] = "AAA"
```

### Related concepts

[\\$parent](#)

[Adding, Copying, Moving, and Replacing Struct Members](#)