```
/*struct Car{
    var make: String
    var year: Int
    var colour: String

    func startEngine() {
        print("the \(year) \(make)'s engine has started")
    }

    func drive(){
        print("drive")
    }

    func park(){}


    func steer(direction: Direction){}

}
let firstCar = Car(make: "Honda", year: 2010, colour: "blue")
let secondCar = Car(make: "Ford", year: 2013, colour: "black")

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

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

    func area() -> Double{
        return width * height
    }
}
var someSize = Size(width: 20, height: 25)
let area = someSize.area()
print("area is \(area)")*/

/*//3"
struct Shirt
{
var size : String
var colour : String
}
let myShirt = Shirt(size: "XL", colour: "blue")
let yourShirt = Shirt(size: "M", colour: "purple")
print(myShirt)
print(yourShirt)*/

/*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)*/
```