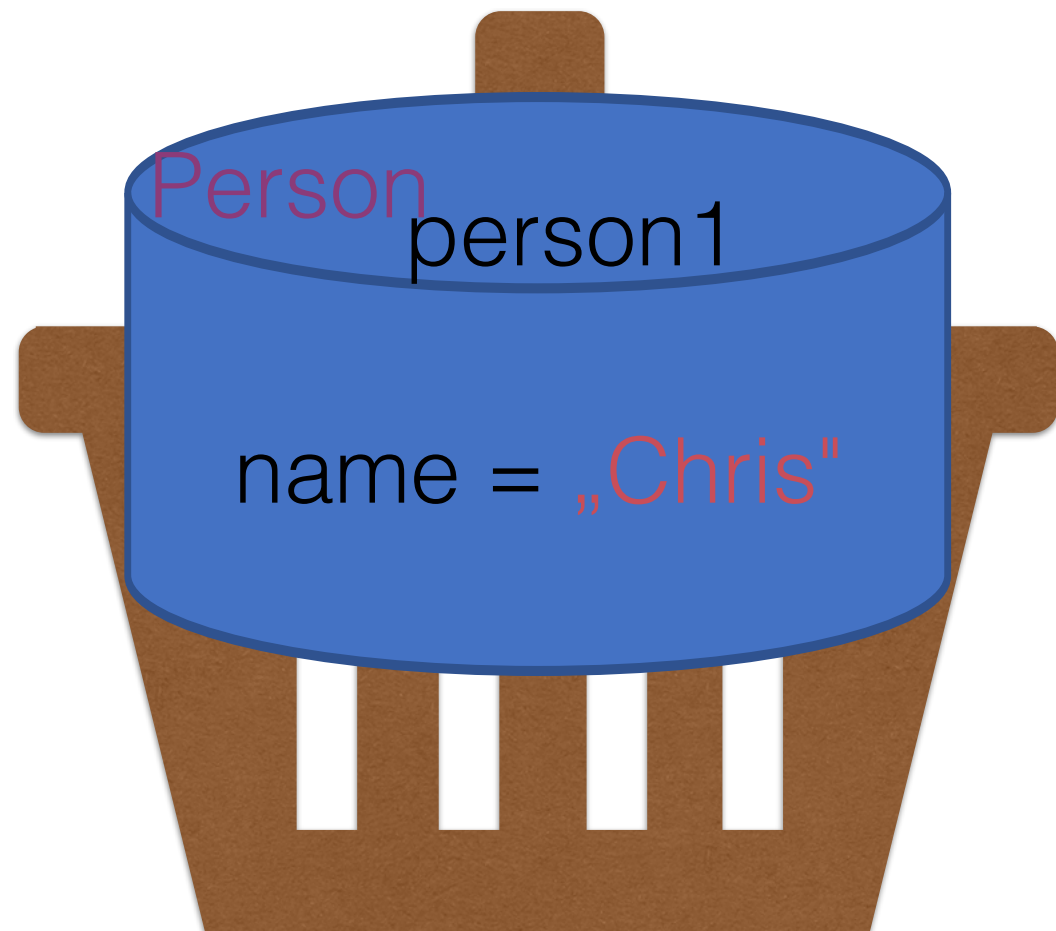
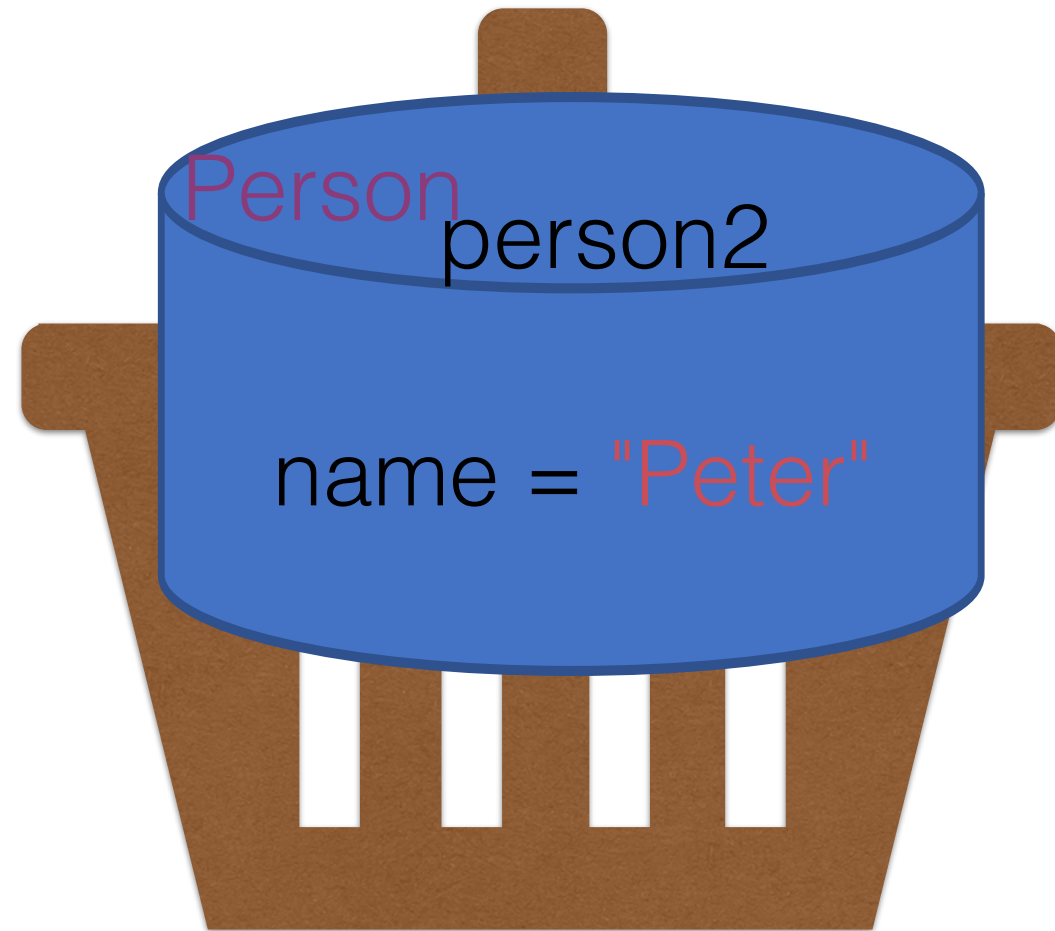


struct = Value Typ (Wert Typ)

```
var person1 = Person(name: "Chris")  
person1.name
```



```
var person2 = Person(name: "Peter")  
person2.name
```



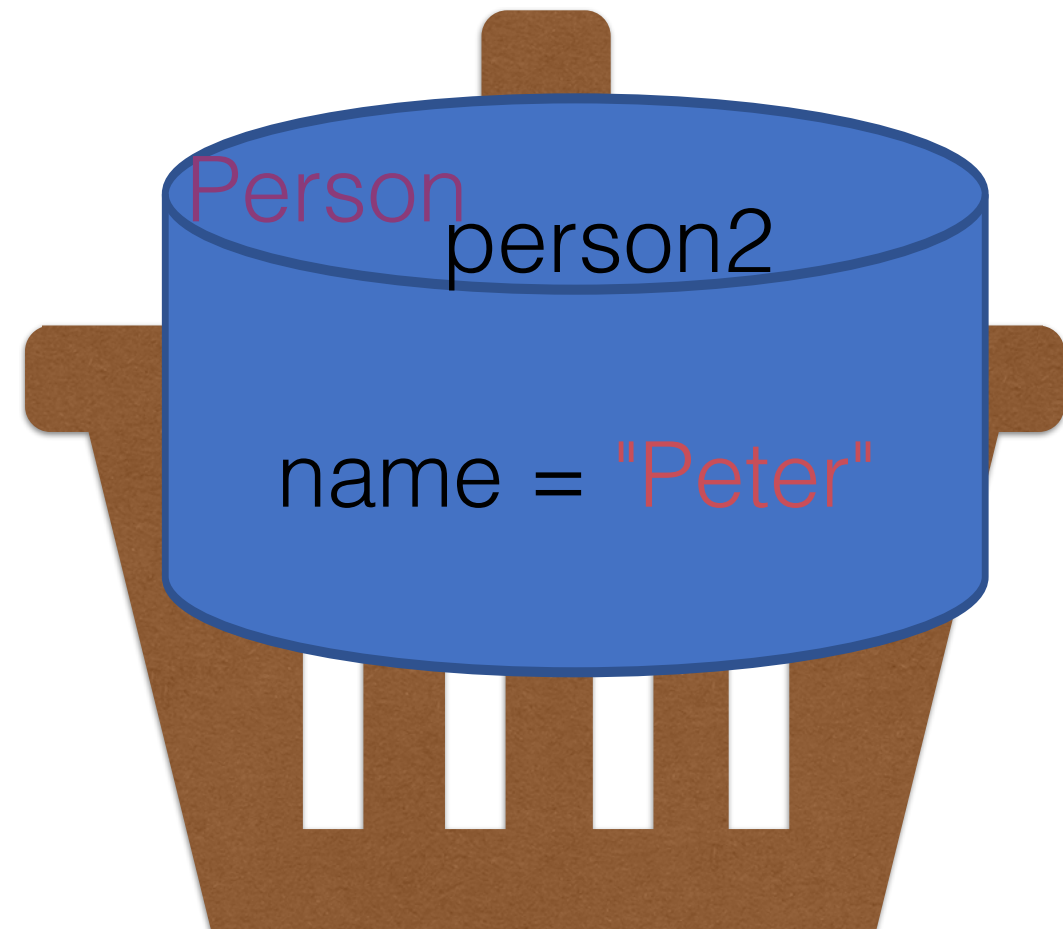
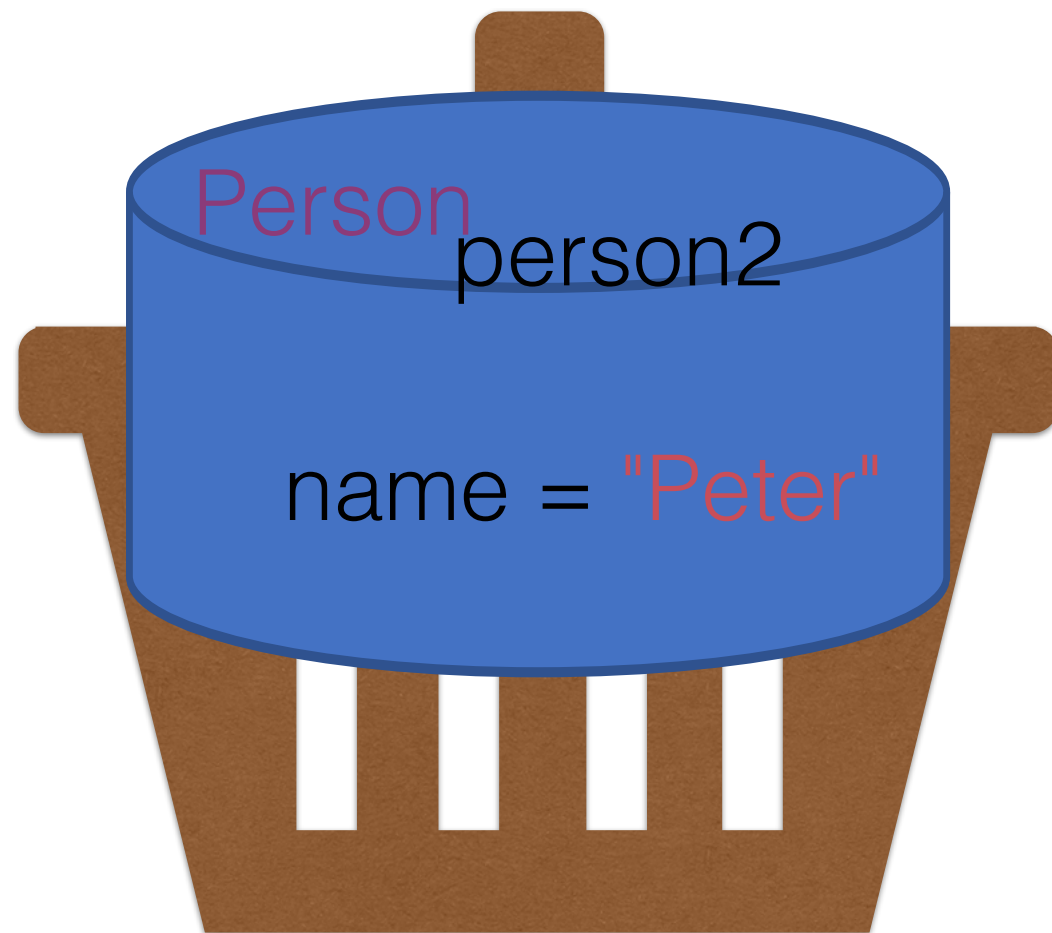
value Typ = der Ganze Container ist dort hinterlegt

struct = Value Typ (Wert Typ)

```
var person1 = Person(name: "Chris")  
person1.name
```

```
var person2 = Person(name: "Peter")  
person2.name
```

```
person1 = person2
```



value Typ = der Ganze Container ist dort hinterlegt