C++ Structs

In C++, classes and structs are blueprints that are used to create instance of a class. Structs are used for lightweight objects such as Rectangle, color, Point etc.

Unlike class, structs in C++ are value type than reference type. It is useful if you have data that is not intended to be modified after creation of struct.

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| C++ Struct Example: Using Constructor and Method | C++ Struct Example |
| #include<iostream>  using namespace std;  struct holybitch{  int height, width;    //constructors for the bitch  holybitch(int a, int b){  height = a;  width = b;  }  int area(){  return this->height \* this->width;  }  };  int main(){  struct holybitch b = holybitch(100, 200);  cout << "area of sq : " << b.area();  return 0;  }  //area of sq : 20000 | 1. #include <iostream> 2. **using** **namespace** std; 3. **struct** Rectangle 4. { 5. **int** width, height; 7. }; 8. **int** main(**void**) { 9. **struct** Rectangle rec; 10. rec.width=8; 11. rec.height=5; 12. cout<<"Area of Rectangle is: "<<(rec.width \* rec.height)<<endl; 13. **return** 0; 14. }   //Area of Rectangle is: 40 |