CS-255

Lecture:1

Struct –group of related items of different types (some languages called this record)

Eg:- struct studentType

{

string firstName;//Members(name and type)

string lastName;

int age;

double gpa;

};//optionally can add variable here

Declare Variable:

StudentType student;

Student

|  |  |
| --- | --- |
| First Name | John |
| Last name | Doe |
| Age | 19 |
| gpa | 3.75 |

Accessing Members:

Student.firstName=”John”;

Student.lastName=”Doe”;

Student.age=19;

Student.gpa=3.75

studentType person;// declaring another variable

Person

|  |  |
| --- | --- |
| First name |  |
| Last Name |  |
| Age |  |
| Gpa |  |

Cannot do:

Cin>>student;

Cout<<student;

But we can do:

Person=student; // put all values of student in person

Cannot say:

If (student == person)

Can say:

If(student.gpa>person.gpa)

EG:\_

1)

void printStudent(studentType guy)

{

cout << guy.firstName<<"\t";

<< guy.lastName<<"\t";

<< guy.age <<"t";

<< guy.gpa<<endl;

}

//for calling function

CALL:\_

printStudent(student)

printStudent(person)

2)

void updateAge(studentType &student)

{

cout<<"what is the student age?";

cin >> student.age;

}

Call: updateAge(person);

Name Year

Brady, Tom 1977

Mahomes,Patrick 1988

Cout<<last<<”,”<<first<<setw(20-last.length()-First.length())<<year

Cout<<setw(25)<<last+”,”+first<<year;//setting first name and last name perfectly