## Introduction to Programing

Group 4 Vent : function

/ U = LILD

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, c.antounces

undelegateEven

Main Thread MaybeRequestF1

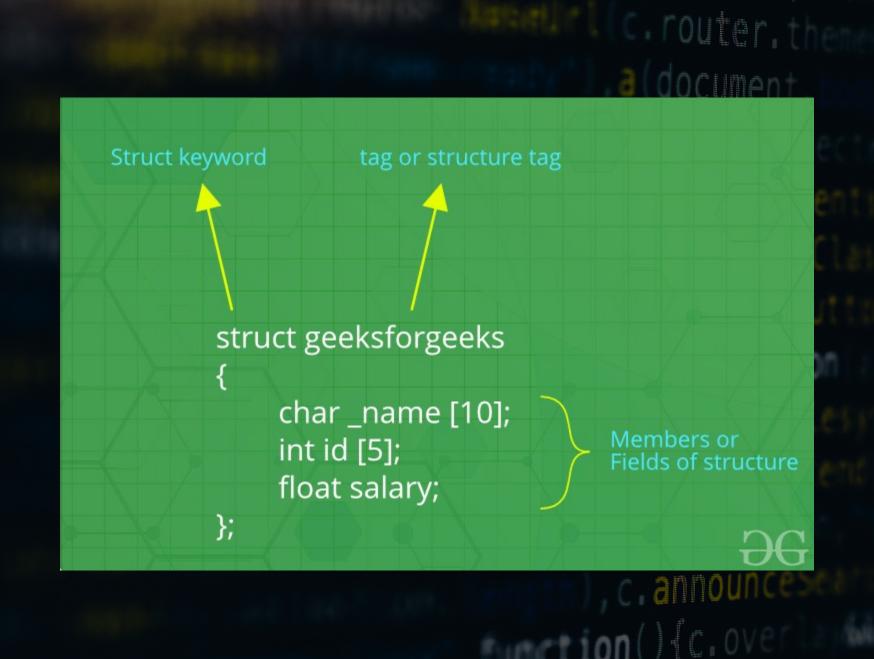
Exercise 17 & 18

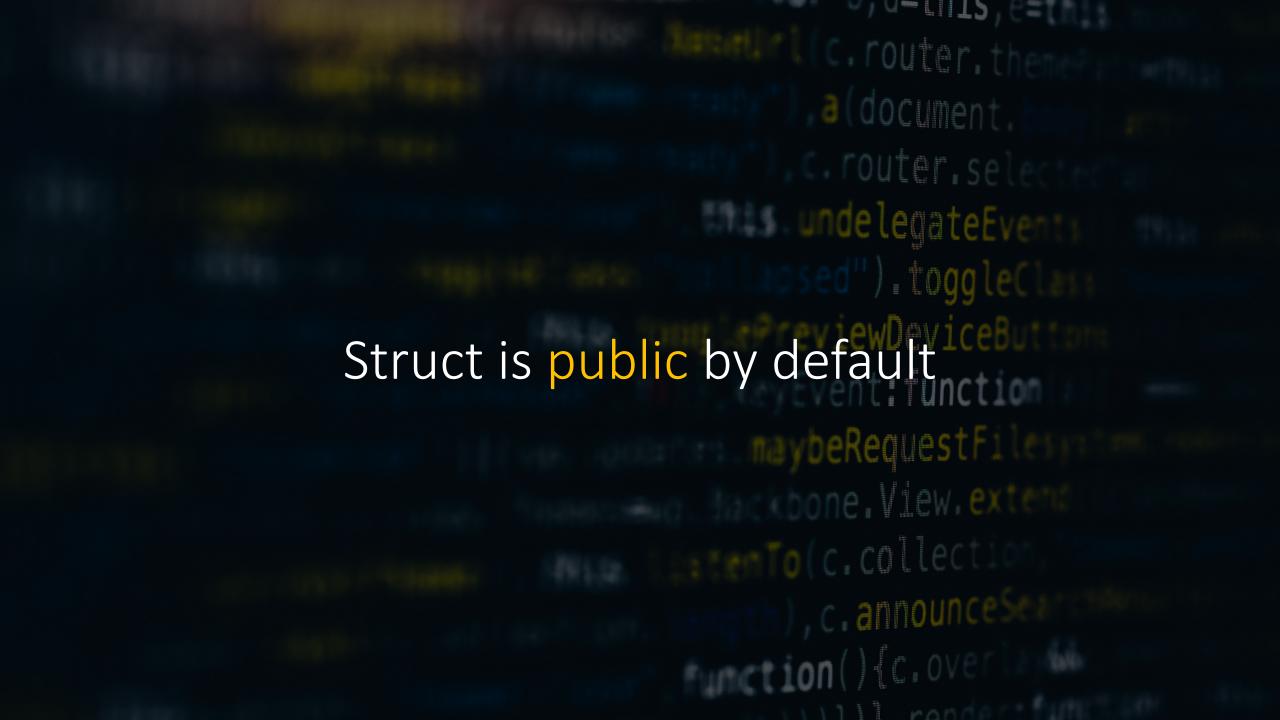
undelegateEvent - inggle(las) STRUCT maybeRequestFiles l, c.announceSex 

Structures in C++ are user defined data

Structures in C++ are user defined data types which are used to store group of items of non-similar data types

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```
#include <iostream>
struct Point
  int x, y;
int main()
  Point A = { 5, 4 };
  return 0;
```

