

# Introduction to Programming

Group 4

Main Thread

Exercise 17 & 18



STRUCT



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



Struct keyword

tag or structure tag

```
struct geeksforgeeks  
{  
    char _name [10];  
    int id [5];  
    float salary;  
};
```

Members or  
Fields of structure





Struct is **public** by default

```
#include <iostream>
```

```
struct Point
```

```
{
```

```
    int x, y;
```

```
};
```

```
int main()
```

```
{
```

```
    Point A = { 5, 4 };
```

```
    std::cout << A.x << " " << A.y << "\n";
```

```
    return 0;
```

```
}
```



Thank you for watching