**Structure**

# Structure is a collection of dissimilar data types.

**Definition:**

Declaration of structure doesn’t reserve memory. It is only reserved when variables of structure data types are created.

**Syntax:**

struct structure\_name

{

//variable declaration

};

**Example:**

#include<iostream>

using namespace std;

**//structure**

struct bookDetails

{

char name;

int pages;

float price ;

};

**//main declaration**

int main()

{

struct bookDetails b;

cout<<”Enter name of the book : \n”

cin>>b.name;

cout<<”\nEnter number of pages in book:\n”;

cin>>b.pages;

cout<<”\nEnter price of book: \n”;

cin>>b.price;

cout<<”\nDetails of book is :\n”;

cout<<”\nbook name :”<<b.name;

cout<<”\nnumber of pages :”<<b.pages;

cout<<”\nprice of book :”<<b.price;

}

**Note:**\* Structure declaration must end with semicolon