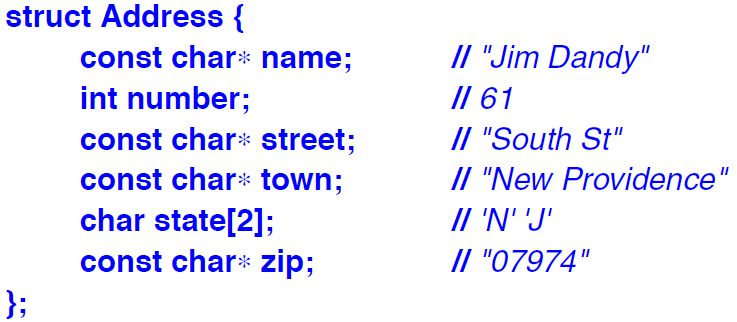
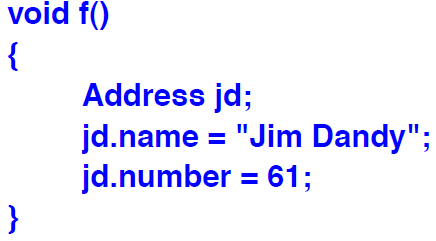
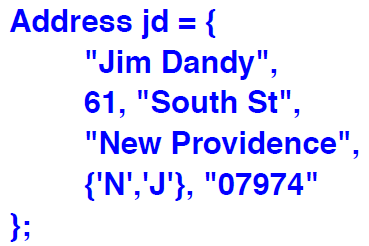
* Most primitive variants of the notion of a user-defined class are –
* **struct:** A sequence of elements/members of arbitrary type. It is a simple form of a class.
* **union:** A struct that holds the value of just one of its members at any one time.
* **enum:** A type with a set of named constants called enumerators.
* **enum class:** An enum where the enumerators are within the scope of the enumeration and no implicit conversions to other types are provided.
* **Structures –**



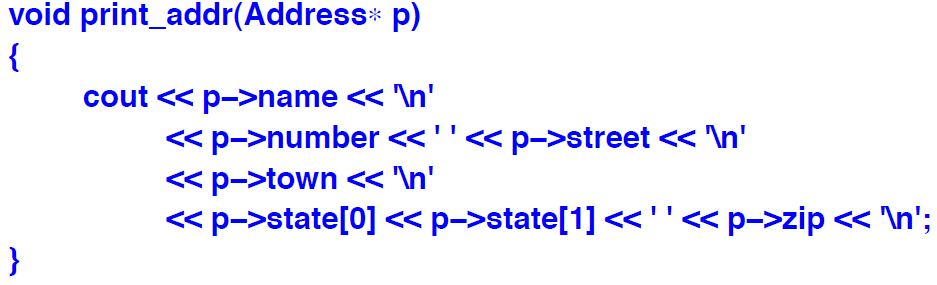
* The members of a struct can be accessed/initialised in various ways –
* By the use of a . (dot) operator.



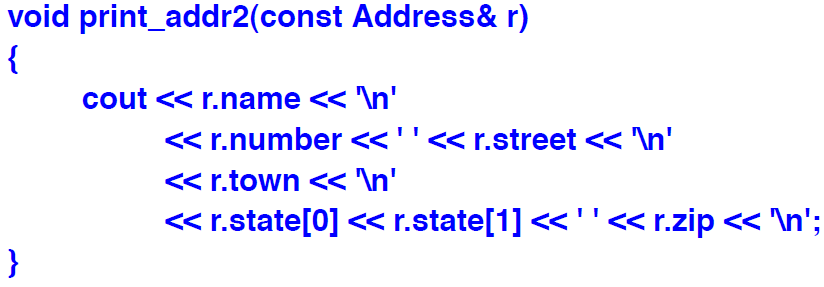
* By the use of {} to initialise only.



* By the use of -> (pointer).



* By the use of a reference and . (dot) operator.



* Structures can be passed as function arguments and returned as a result of a function.
* Other plausible operators, such as comparison, are not available by default, but can be defined by the user as and when required.