

# Structures

- ▶ A **structure** is a collection of one or more variables, possibly of different types, grouped together under a single name for convenient handling. The variables contained in a structure are known as its **members**.
- ▶ Use the **struct** keyword followed by an optional **tag** to declare a structure. For example, in the following declaration, `point` is the tag and `x`, `y` are members of the structure.

```
struct point {  
    int x;  
    int y;  
};
```

```
struct point pt;
```

- ▶ A structure can be initialized by following its definition with a list of initializers, each a constant expression, for the members:

```
struct point pt = { 100, 200 };
```