

# Member Functions

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Here is your `Time` structure, including the above interface:

```
struct Time
{
    int hours;
    int minutes;

    Time sum(const Time& rhs);
    Time difference(const Time& rhs);

    std::istream& read(std::istream& in);
    std::ostream& write(std::ostream& out);
};
```

The member functions are written **as prototypes**, inside the structure definition. This is a user-defined type, so you will normally put it inside a header file. Because of that, the **library types**, `istream` and `ostream` are **fully qualified**.

- The `read()` and `write()` functions both take a stream as an argument, so that you can use either the console or a file. Stream arguments must **always** be passed (and returned) by reference.
- The `sum()` and `difference()` member functions will return a new `Time` object.



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