

# Time as a Structure



**At the beginning of the semester (Ho1), you wrote a program to add and subtract time.** This was harder than expected, because you didn't have a Time type; you did everything with integers. Let's rectify that now by creating a **Time** structure, with hours and minutes. Assume a 24-hour clock, so you don't need an indicator for AM/PM.

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

Now, you can create a **Time object** that bundles that data:

```
int main()
{
    Time lunch = {11, 15};
    cout << lunch.hours << ":" << lunch.minutes << endl;

    return 0;
}
```



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