#include<iostream>

using namespace std;

struct car //declaraction the struct

{

int model\_no; //different data type with same same name name is CAR

int part\_no;

float price;

};

void main()

{

system("color b0"); //graphic code

cout<<"\n\nDETAILS OF CAR IS"<<endl;

car c1={2015,74,5000}; //function defining

car c2={2025,75,10000}; //function defining

cout<<"\n\n\nModel of car=2 is="<<c2.model\_no<<endl; //accessing the struct only c2

cout<<"Part of car=2 is="<<c2.part\_no<<endl;

cout<<"Price of car=2 is="<<c2.price<<endl;

getchar();

getchar();

}