#include<iostream>

using namespace std;

struct car //declaration

{

int model\_no;

int part\_no;

float price;

};

void main()

{

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

car c1,c2,c3; //the structure define

cout<<"Enter the model no (int type)"<<endl;

cin>>c1.model\_no; //access the structure

cout<<"Enter the part no (int type)"<<endl;

cin>>c2.part\_no; //access the structure

cout<<"Enter the price (float type)"<<endl;

cin>>c3.price; //access the structure

cout<<"\n\nModel no is="<<c1.model\_no<<endl<<"Part no is="<<c2.part\_no<<endl<<"Price is="<<c3.price<<endl;

getchar();

getchar();

}