

# Structs



*struct* is a way to combine multiple fields to represent a composite data structure, which further lays the foundation for Object Oriented Programming. For example, we can store details related to a student in a struct consisting of his *age* (*int*), *first\_name* (*string*), *last\_name* (*string*) and *standard* (*int*).

*struct* can be represented as

```
struct NewType {  
    type1 value1;  
    type2 value2;  
    .  
    .  
    typeN valueN;  
};
```

You have to create a struct, named *Student*, representing the student's details, as mentioned above, and store the data of a student.

## Input Format

Input will consist of four lines.

The first line will contain an integer, representing *age*.

The second line will contain a string, consisting of lower-case Latin characters ('a'-'z'), representing the *first\_name* of a student.

The third line will contain another string, consisting of lower-case Latin characters ('a'-'z'), representing the *last\_name* of a student.

The fourth line will contain an integer, representing the *standard* of student.

*Note:* The number of characters in *first\_name* and *last\_name* will not exceed 50.

## Output Format

Output will be of a single line, consisting of *age*, *first\_name*, *last\_name* and *standard*, each separated by one white space.

*P.S.:* I/O will be handled by HackerRank.

## Sample Input

```
15  
john  
carmack  
10
```

## Sample Output

```
15 john carmack 10
```