

```

struct name {
    string first;
    string last;
};

```

```

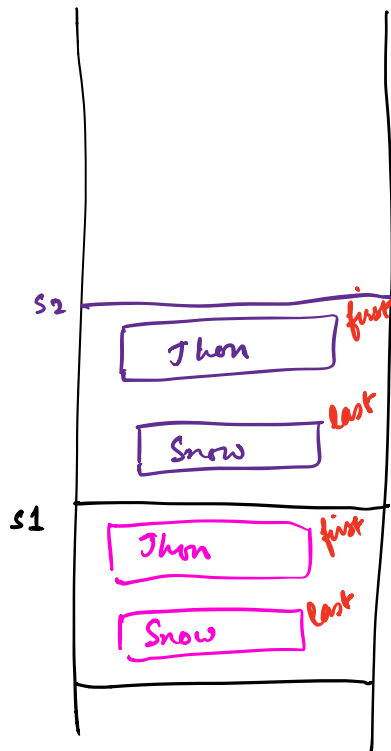
name s1;
s1.first = "John";
s1.second = "Snow";

```

```

name s2;
s2 = s1;

```



```

struct vec {
    int* _data;
    size_t _sz;
};

```

```

vec v;
// allocate it ...

```

```

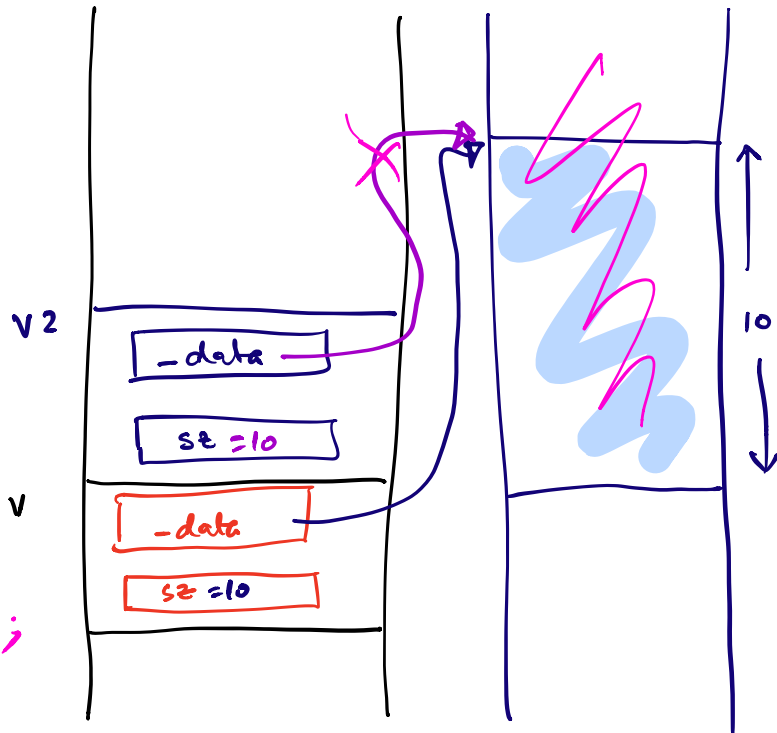
vec v2;
v2 = v;

```

```

// Deallocate v2.
// delete [] v2._data;

```



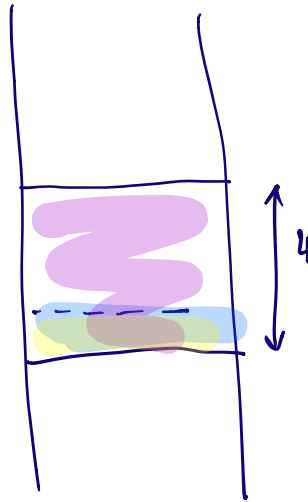
```
union choice {
    char c;
    int j;
};
```

```
choice a;
```

```
a.c ←
```

```
a.j ←
```

```
a.c ←
```



/lesson - 4

```
lesson-4.cpp
```

```
g++ -c lesson-4.cpp ⇒ lesson-4.o
```

```
/menu
```

```
menu.h
```

```
menu.cpp
```

```
g++ -c menu.cpp ⇒ menu.o
```

```
g++ -o lesson-4 lesson-4.o menu.o
```

↓
Executable

↓
Copy to the main folder.