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# 09.04 Structs

**## Initializing structs**

Initializing structs by assigning values member by member is a little cumbersome, so C++ supports a faster way to initialize structs using an **\*\*initializer list\*\***. **\*\*\*This allows you to initialize some or all the members of a struct at declaration time\*\*\***.

```c++

struct Employee {

    int id{};

    int age{};

    double wage{};

};

// joe.id = 1, joe.age = 32, joe.wage = 60000.0

Employee joe{ 1, 32, 60000.0 };

// frank.id = 2, frank.age = 28,

// frank.wage = 0.0 (default initialization)

Employee frank{ 2, 28 };

```

여기서, frank는 초기화 되었음 (default initialization). 그렇다면 \*\*\*