

Structure vs class in C++

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In C++, a structure is the same as a class except for a few differences. The most important of them is security. A Structure is not secure and cannot hide its implementation details from the end-user while a class is secure and can hide its programming and designing details. Following are the points that expound on this difference:

1) Members of a class are private by default and members of a structure are public by default.

For example program 1 fails in compilation and program 2 works fine



Related Articles

```
// Program 1
#include <stdio.h>

class Test {
    int x; // x is private
};

int main()
{
    Test t;
    t.x = 20; // compiler error because x is private
    getchar();
    return 0;
}
```

C++



```
// Program 2
#include <stdio.h>
```

```
struct Test {
```



```

    int x; // x is public
};
int main()
{
    Test t;
    t.x = 20; // works fine because x is public
    getchar();
    return 0;
}

```

2) When deriving a struct from a class/struct, the default access-specifier for a base class/struct is public. And when deriving a class, the default access specifier is private.

For example program 3 fails in compilation and program 4 works fine.

CPP

```

// Program 3
#include <stdio.h>

class Base {
public:
    int x;
};

class Derived : Base { }; // is equivalent to class Derived : private Base {}

int main()
{
    Derived d;
    d.x = 20; // compiler error because inheritance is private
    getchar();
    return 0;
}

```

CPP

```

// Program 4
#include <stdio.h>

class Base {
public:
    int x;
};

struct Derived : Base { }; // is equivalent to struct Derived : public Base {}

```



```
int main()
{
    Derived d;
    d.x = 20; // works fine because inheritance is public
    getch();
    return 0;
}
```

- 3) Class can have null values but the structure can not have null values.
- 4) Memory of structure is allocated in the stack while the memory of class is allocated in heap.
- 5) Class requires constructor and destructor but the structure can not require it.
- 6) Classes support polymorphism and also be inherited but the structure cannot be inherited.

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