Struct and Class



Struct

```
Struct keyword
         struct geeksforgeeks
               char _name [10];
                                             Members or Fields of structure
               int id [5];
               float salary;
         };
```

Class

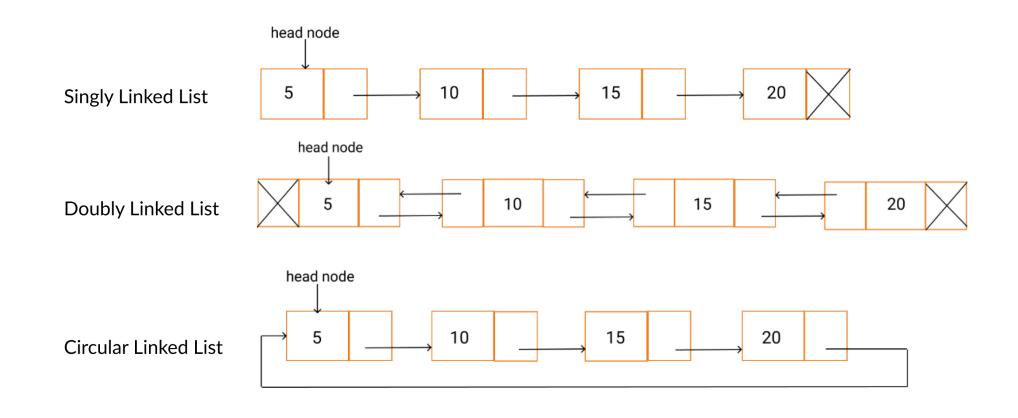
```
user-defined name
keyword
   class ClassName
   { Access specifier:
                           //can be private, public or protected
                            // Variables to be used
     Data members;
     Member Functions() { } //Methods to access data members
                            // Class name ends with a semicolon
```

Linked list

Listas ligadas



Linked List



Singly Linked List

```
// Node of a singly linked list
class Node {
public:
    int data;

    // Pointer to next node in LL
    Node* next;
};
```

