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Difference between C structures and C++ structures

In C++, struct and class are exactly the same things, except for that struct defaults to public visibility and class defaults to private visibility.

Some important differences between the C and C++ structures:

1. **Member functions inside structure:** Structures in C cannot have member functions inside structure but Structures in C++ can have member functions along with data members.
2. **Direct Initialization:** We cannot directly initialize structure data members in C but we can do it in C++.

C

```
// C program to demonstrate that direct
// member initialization is not possible in C
#include <stdio.h>

struct Record {
    int x = 7;
};

// Driver Program
int main()
{
    struct Record s;
    printf("%d", s.x);
    return 0;
}

/* Output : Compiler Error
6:8: error: expected ':', ',', ';', '}' or
'__attribute__' before '=' token
int x = 7;
    ^
In function 'main': */
```

C++

```

// CPP program to initialize data member in c++
#include <iostream>
using namespace std;

struct Record {
    int x = 7;
};

// Driver Program
int main()
{
    Record s;
    cout << s.x << endl;
    return 0;
}
// Output
// 7

```

Output:

7

3. **Using struct keyword:** In C, we need to use struct to declare a struct variable. In C++, struct is not necessary. For example, let there be a structure for Record. In C, we must use "struct Record" for Record variables. In C++, we need not use struct and using 'Record' only would work.
4. **Static Members:** C structures cannot have static members but is allowed in C++.

C

```

// C program with structure static member
struct Record {
    static int x;
};

// Driver program
int main()
{
    return 0;
}
/* 6:5: error: expected specifier-qualifier-list
   before 'static'
   static int x;
   ^*/

```

C++





```
// C++ program with structure static member
struct Record {
    static int x;
};

// Driver program
int main()
{
    return 0;
}
```

This will generate an error in C but no error in C++.

5. **Constructor creation in structure:** Structures in C cannot have constructor inside structure but Structures in C++ can have Constructor creation.

C







```
// C program to demonstrate that Constructor is not allowed
#include <stdio.h>

struct Student {
    int roll;
    Student(int x)
    {
        roll = x;
    }
};

// Driver Program
int main()
{
    struct Student s(2);
    printf("%d", s.roll);
    return 0;
}

/* Output : Compiler Error
[Error] expected specifier-qualifier-list
before 'Student'
[Error] expected declaration specifiers or
'...' before numeric constant
[Error] 's' undeclared (first use
5555555555in this function)
In function 'main': */
```

C++



```
// CPP program to initialize data member in c++
#include <iostream>
using namespace std;

struct Student {
    int roll;
    Student(int x)
    {
        roll = x;
    }
};



// Driver Program
int main()
{
    struct Student s(2);
    cout << s.roll;
    return 0;
}



// Output
// 2
```

Output:

2

6. **sizeof operator:** This operator will generate **0** for an empty structure in C whereas **1** for an empty structure in C++.

 `// C program to illustrate empty structure`
 `#include <stdio.h>`

 `// empty structure`
 `struct Record {`
`};`

`// Driver program`
`int main()`
`{`
 `struct Record s;`
 `printf("%d\n", sizeof(s));`
 `return 0;`
`}`

Output in C:

0

Output in C++:

1

7. **Data Hiding:** C structures do not allow concept of Data hiding but is permitted in C++ as C++ is an object oriented language whereas C is not.
8. **Access Modifiers:** C structures do not have access modifiers as these modifiers are not supported by the language. C++ structures can have this concept as it is inbuilt in the language.

Related Article: [Structure vs Class in C++](#)

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