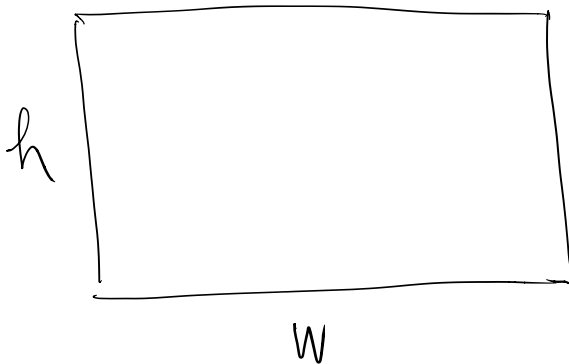# Structures in C++

char
int ⟶ ▷
short

long

float

double

h [rectangle]

W

```
struct Rect {
    int h;
```
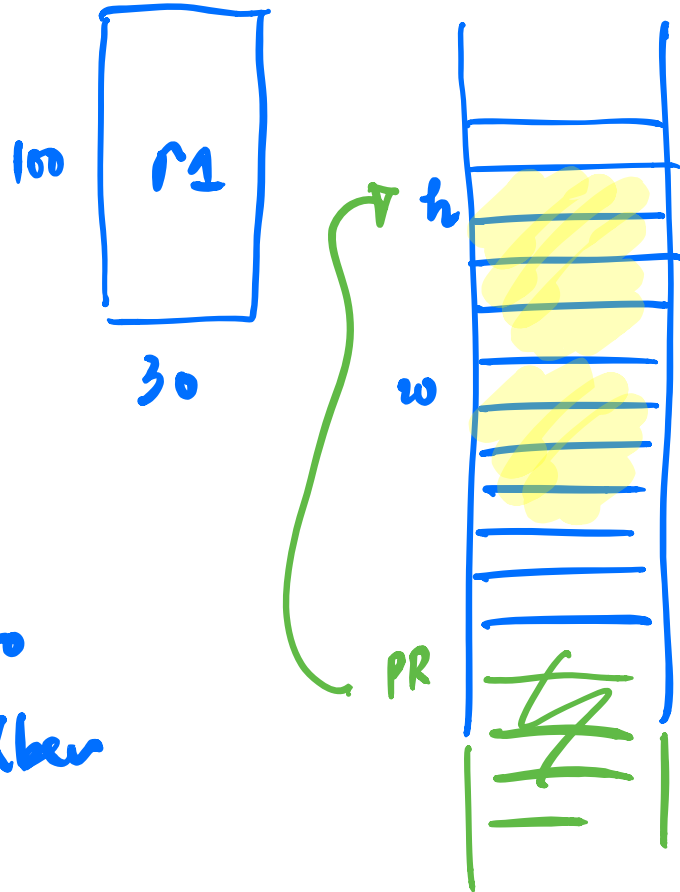
int w;

3;

Rect r1;

r1.h = 100;

r1.w = 30;
      ↑
how we get to
the right member
(or memory)

100 | r1

30

h

w

PR

Q. What is the address of
this variable of type
Rect?

A. &r1

7. &r1

Rect *pR;
pR = &r1;

~~pR.w~~   or   ~~pR.h~~

pR→w and, pR→h

Rect r2 = r1;   r1

copy ⊃ r2

f.write((char*)&r1, sizeof(Rect))