**Structs**

A struct type is a value type that is typically used to encapsulate small groups of related variables, such as the coordinates of a rectangle or the characteristics of an item in an inventory. The following example shows a simple struct declaration:

public struct Book

{

public decimal price;

public string title;

public string author;

}

**Classes Only:**

* Can support inheritance
* Are reference (pointer) types
* The reference can be null
* Have memory overhead per new instance

**Structs Only:**

* Cannot support inheritance
* Are value types
* Are passed by value (like integers)
* Cannot have a null reference (unless Nullable is used)
* Do not have a memory overhead per new instance - unless 'boxed'

**Both Classes and Structs:**

* Are compound data types typically used to contain a few variables that have some logical relationship
* Can contain methods and events
* Can support interfaces