struct

### C++ Structs

In C++, classes and structs are blueprints that are used to create the instance of a class. Structs are used for lightweight objects such as Rectangle, color, Point, etc.

Unlike class, structs in C++ are value type than reference type. It is useful if you have data that is not intended to be modified after creation of struct.

C++ Structure is a collection of different data types. It is similar to the class that holds different types of data.

struct Student   
{   
 char name[20];   
 int id;   
 int age;   
}

##### C++ Struct Example

#include <iostream>   
using namespace std;   
 struct Rectangle   
{   
 int width, height;   
   
 };   
int main(void) {   
 struct Rectangle rec;   
 rec.width=8;   
 rec.height=5;   
 cout<<"Area of Rectangle is: "<<(rec.width \* rec.height)<<endl;   
 return 0;   
}

Output

Area of Rectangle is: 40