

Struct

- A struct is a **collection of key->value** pairs similar to a mapping, but the values can have different types;
- A struct introduces a **new complex data** type, that is composed of elementary data types;
- We use **structs to represent a singular thing that has properties** like a Car, a Person, a Request and so on and we use **mappings to represent a collection of things** like a collection of Cars, Requests etc;
- A struct is **saved in storage** and if declared inside a function it references storage by default;

Example:

```
struct Car{  
    string brand;  
    uint built_year;  
    uint value;  
}
```

Enum

- Enums are used to create user-defined types;
- Enum is explicitly convertible to and from integer;