



Declaring Structure Variables in C++

Learn the basic syntax for declaring structure variables in C++.

We'll cover the following

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- Introduction
 - Basic syntax
 - Example program
 - Explanation
 - Declaring a structure variable in the structure definition
 - Example program

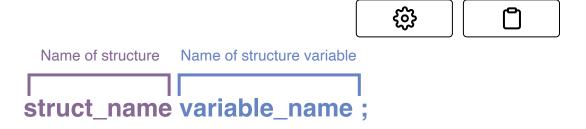
Introduction#

Until now, we have seen how to create a structure in a program. As discussed earlier, the structure is like a blueprint of the building drawn on the page. When a structure is created, the computer does not allocate any memory to it.

The **structure variable** is like the building construct from the blueprint. The building has an actual physical existence. Therefore, to allocate memory to the structure, we must declare the structure variable in a program.

Basic syntax#

The basic syntax for declaring the structure variable is given below:



To declare a structure variable in a program, we write the name of the structure followed by the name of a structure variable, which is further followed by a semicolon;

Example program#

In the previous lesson, we created a structure Student whose members are name, roll_number, and marks. Let's declare a variable whose data type will be Student in a program!

```
#include <iostream>
2
3 using namespace std;
4 // Student structure
5 struct Student {
     string name;
7
     int roll_number;
8
     int marks;
9 };
10 // main function
  int main() {
11
     Student s1, s2, s3;
12
13
     return 0;
14 }
```

Explanation#





Line No. 12 declares three structure variables s1, s2, and s3 in a program. The data type of these variables is Student.

Declaring a structure variable in the structure definition#

The structure variables can also be declared after the structure definition in a program.

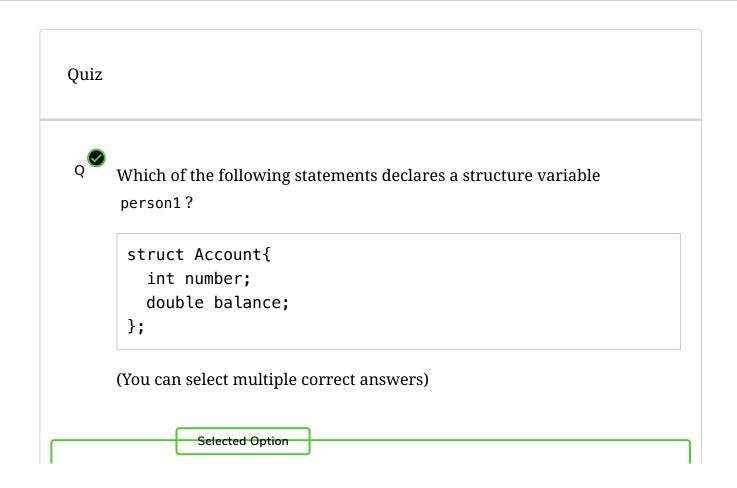
To declare a structure variable in a structure definition, we write the struct keyword followed by the name of the structure, which is further followed by structure variable names and a semicolon.

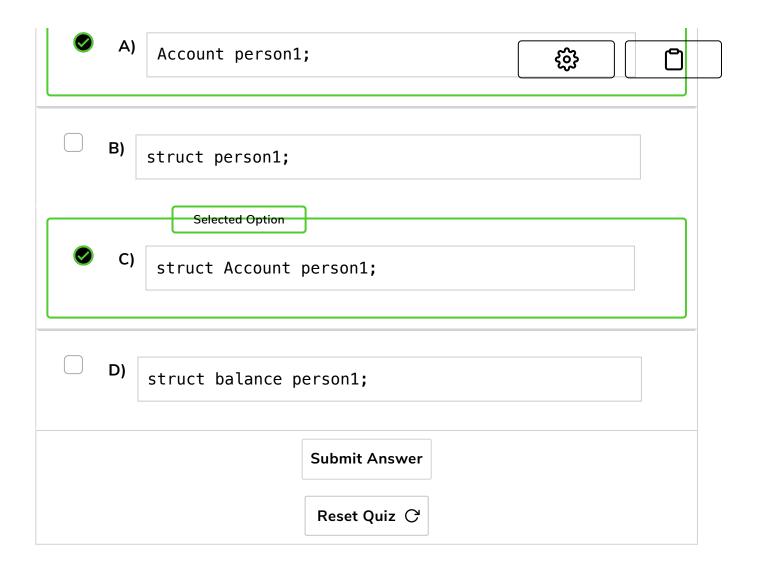
Example program

See the program given below!



In **Line No. 9**, we declare the structure variable s1, s2, and s3 right after the carrly braces in the structure definition.





Let's learn how to access the members of the structure in C++.

