**Struct example**

#include "stdafx.h"

#include <iostream>

struct Student {

int age;

int IDnum;

char year;

};

void constructorStudent(Student& person, int age, int IDnum, char year) {

person.age = age;

person.IDnum = IDnum;

person.year = year;

}

void printStudent(Student student) {

std::cout << student.age << "\n" << student.IDnum << "\n" << student.year

<< std::endl;

}

int main()

{

Student aj;

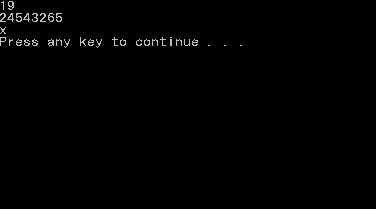
constructorStudent(aj, 19, 24543265, 'x');

printStudent(aj);

system("pause");

}

**Result:**



**Important notes:**

* Struct is basically the small version of class that saves datatypes