Week-5-6

1. Revise simple program with a structure.

#include <iostream>

using namespace std;

int main(){

struct{

string name,clas;

int rollno;

}RGB;

RGB.name="ram";

RGB.clas="SyBsc";

RGB.rollno=19;

cout<<RGB.name<<endl;

cout<<RGB.clas<<endl;

cout<<RGB.rollno<<endl;

return 0;

}