Structs

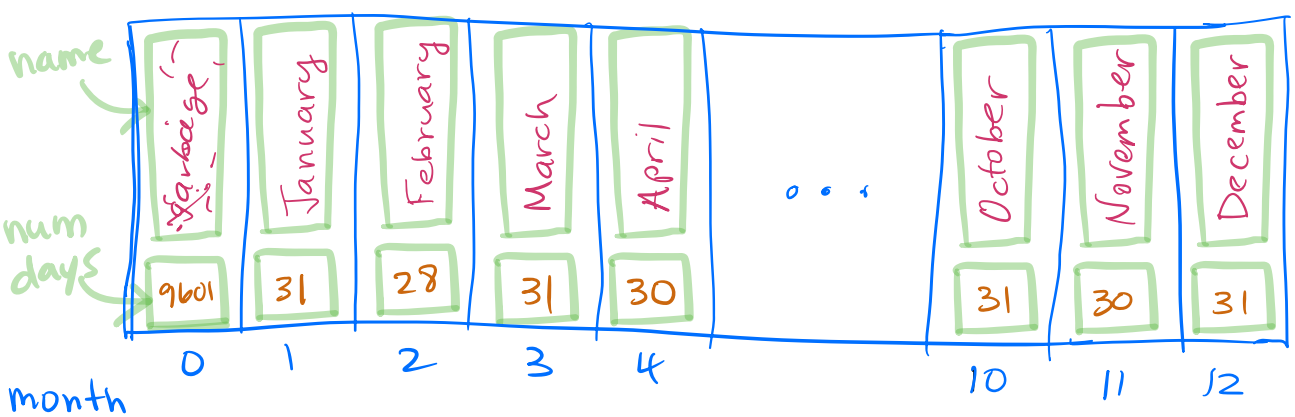
A struct is a non-simple data type.

```
Struct stu {
        string firstName;
        string lastName;
};

Stu x, y, z;

x.firstName = "Kel";
x.lastName = "Johanson";

Cout << x.firstName << " " << x.lastName;
```

```
Struct month {
    int num;
    string name;
    int numdays;
};

month jan;
jan.num = 1;   jan.name = "January";   jan.numdays = 31
```

```
struct monthstruct {

    string name;
    int numdays;

};

monthstruct month[13];
month[1].name = "January";
month[1].numdays = 31;
```

```
struct monthstruct {

    string name;
    int numdays;

};

monthstruct month[13];
month[1].name = "January";
month[1].numdays = 31;
```



We can use month[3].numdays anywhere we use an int variable

```
for (int i=1; i<= month[3].numdays; i++)
{
    cout << month[3].name << " " << i << ": \n";
}
```

```
struct point {
    float x;
    float y;

} p1, p2, p3;

void drawTriangle (point p1, point p2, point p3)
{
    ... etc.

}
```