



# C++

# Programming Step-by-Step

Asadullah Shah



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INTERNATIONAL ISLAMIC UNIVERSITY MALAYSIA

# **C++ PROGRAMMING: STEP BY STEP**

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**Editors**

Asadullah Shah



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# 16. STRUCTURES (STRUCT) AND FILES

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## Abstract

The structures or struct in short is a way provided by C++ programming to maintain the data items in a record for a certain entity. The records of entities might have mixed data items or variables, such as double, float, integer or even characters types. For example, to maintain a record of an item sold to maintain the inventory of the items. It would be nice to keep them together and give it one name. That is what “Struct” does for programmers.

## 16.1 Structures or Struct

To set up variables of a struct data type, one must declare a data type and then declare variables of that data type as given in Figure 16.1. Each component of the struct is called a data members or fields.