(2) the structure is opened using { and closed with } followed by a semicolon (;).

(3) the structure is collection of heterogeneous data type.

(4) the structure is an Abstract Data Type.

```
struct person
{
    char name[10];
    int age;
};
```

(5) If we want to access a structure member we create a object of structure or create a structure type variable.

```
struct person e;
```

e is the variable or object of structure type.

```
c3.real = c1.real + c2.real;
c3.img = c1.img + c2.img;
c4.real = c1.real * c2.real - c1.img * c2.img;
c4.img = c1.real * c2.img + c1.img * c2.real;

cout << "complex number ";
cout << c1.real << "+j" << c1.img;
cout << "complex second number";
cout << c2.real << "+j" << c2.img;
cout << "sum of com";
cout << c3.real << "+j" << c3.img;
cout << "multiplication of complex";
cout << c4.real << "+j" << c4.img;
getch();
}
```