

## Struct Homework

Make a new datatype to represent whatever you want

You must have:

- o at least 4 attributes
- o a constructor that initializes the attributes
- o a display method - couts
- o a getFromUser method - cins
- o a method to do something else (save to file, changes an attribute, ...)
- o the struct definition in a .h file
- o the struct method implementations in a .cpp file and the
- o a cpp file with your main function that shows use of your datatype

Example files from Spring 2016:

[Height.cpp](#)

[Height.h](#)

[Source.cpp](#)

[SuperHero.cpp](#)

[SuperHero.h](#)

When you are done zip your project or all of your .cpp and .h files and submit the .zip file on Easel.