

## union

A union structure is like a struct, in that you can group numerous dislike objects together, but different than a struct in that you can only access one of the items. Each field in the union occupies the same memory location. Let's look at the following program:

```
union Data
{
    char letter;
    int number;
};

int main ()
{
    Data x;

    x.number = 65;
    x.letter = 'C';
    cout << x.number << endl;        // Will not output 65
}
```

The fields *letter* and *number* use the same memory location. The field will use more memory, in this case 3 bytes more, but the two fields will overlap on 1 byte of memory (int take up 4 bytes of memory, char takes up 1 byte).