never simultaneously. For example, suppose you manage a mixed inventory of widgets, 
some of which have an integer ID, and some of which have a string ID. Then, you could do 
the following:

```cpp
struct widget {
    char brand[20];
    int type;
    union id          // format depends on widget type
    {
        long id_num;    // type 1 widgets
        char id_char[20]; // other widgets
    } id_val;
};

widget prize;
...
if (prize.type == 1)
cin >> prize.id_val.id_num;    // use member name to indicate mode
else
    cin >> prize.id_val.id_char;
```

An **anonymous union** has no name; in essence, its members become variables that share 
the same address. Naturally, only one member can be current at a time:

```cpp
struct widget {
    char brand[20];
    int type;
    union                 // anonymous union
    {
        long id_num;    // type 1 widgets
        char id_char[20]; // other widgets
    }
};
...
widget prize;
```