int hours;
int mins;
};

Next, consider the prototype for a `sum()` function that returns the sum of two such structures. The return value should be type `travel_time`, and so should the two arguments. Thus, the prototype should look like this:

```cpp
travel_time sum(travel_time t1, travel_time t2);
```

To add two times, first add the minute members. Integer division by 60 yields the number of hours to carry over, and the modulus operator (%) yields the number of minutes left. Listing 7.11 incorporates this approach into the `sum()` function and adds a `show_time()` function to display the contents of a `travel_time` structure.

**Listing 7.11 travel.cpp**

```cpp
// travel.cpp -- using structures with functions
#include <iostream>
using namespace std;
struct travel_time
{
    int hours;
    int mins;
};
const int Mins_per_hr = 60;

travel_time sum(travel_time t1, travel_time t2);
void show_time(travel_time t);

int main()
{
    travel_time day1 = {5, 45};   // 5 hrs, 45 min
    travel_time day2 = {4, 55};   // 4 hrs, 55 min

    travel_time trip = sum(day1, day2);
}```