

BTW, xemuth's example code

```
StructToResolve3 str3;
```

is not legal C/C++ code: it won't compile.

It should be

```
struct StructToResolve3 str3;
```

And the following code compiles

```
struct C{
    void hi(){}
};

struct D{
    void hi(){};
};

int main()
{
    C D;
    struct D d; // the keyword struct cannot be done without
    D.hi();
    d.hi();
}
```

or this also compiles

```
struct C{
    void hi(){}
};

struct D{
    void hi(){};
};

int main()
{
    D d;
```

```
C D;  
D.hi();  
d.hi();  
}
```

Conclusion: in a context where a class/struct name is used as identifier (and hence hidden by it), to refer to the class/struct, a leading class or struct keyword needs to be prepended.

---