* Struct rectangle int length; (foll have & should be int breath; and char x; I was the last the rest and Y, 172; 4) declaring global struct variable Struct rectangle vs; main () For long unsigned int was land to the long long to the printf ("lu" size of (x1)); > prints 12 instead of 9 mints character has been alloted 4 bytes instead of one of which it uses only one This altotementer 1/1 (IX now news padding Coadding becz other two has been alloted 4 bytheins. It wheremes ofmemory is done handy to allot 4 bytes to character.