

\* struct rectangle

{

int length;

int breath;

char x;

} r1, r2;

↳ declaring global struct variable

struct rectangle r3;

int main()

{

for long unsigned int

printf ("lu", sizeof(r1)); → prints 12 instead of 9

character has been allotted 4 bytes instead of one of which it uses only one. This allotment is known as padding.

becz other two has been allotted 4 bytes. It becomes handy to allot 4 bytes to character.