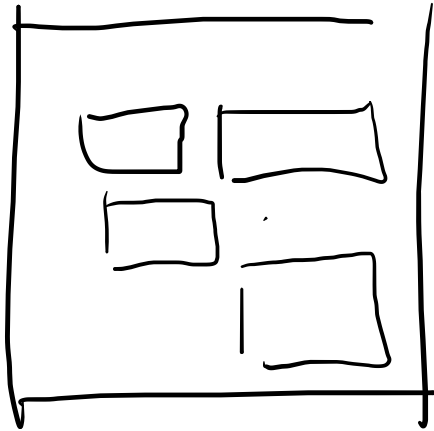


struct.



int

struct sensore {  
    int led;  
    float val;  
};

struct sensore sensore1;