

After ws8

1) ~~define MAX3(a,b,c) { return (a>b)?(a>c)?a:(c>b)?c:b; }~~
~~define~~ #MAX3(a,b,c) { (a>b)?(a>c)?a:(c>b)?c:b; }

2) ~~define~~ #TO_LOWER(a) { (a>='a' && a<='z')? a-'A': a; }

3) ~~define~~ #OFFSET(s,f) { ~~size_t return sizeof(s)+1~~ (type*)0 + sizeof(s-f); }

4) a. sizeof(s) = bytes 16
 int num = 4
 char chr = 1
 int* ptr = 4
 char chr2 = 1

b. ~~define~~ struct -> padding

5) struct -> padding

6) struct -> padding

7) sizeof(u1) = 16/16

8) padding -> 16
 padding -> 16
 padding -> 16
 padding -> 16