

After WS8

#define MAX2(a,b) ((a>b)?a:b)

1) ~~#define MAX3(a,b,c) { return~~
~~#MAX3(a,b,c) { (a>b)?(a>c)?a:(c>b)?c:b; }~~
~~MAX2(MAX2(a,b),c))~~

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

3) ~~define~~
 #OFFSET(s,f) { ~~return sizeof(s)+f~~ (elf+1)-elf }

4) a. sizeof(s) = bytes 16
 int num = 4
 char ch2 = 1
 int* ptr = 4
 char ch2 = 1

b. ~~sizeof(s) = 16~~
 4-16 = 12
 struct - 7
 int - 4
 char - 1

5) struct - 7

6) struct - 7

7) sizeof(u1) = 16

8) ~~padding - 128~~
~~padding - 128~~
~~padding - 128~~

