```c
 1  #include <stdio.h>
 2
 3  struct MyStruct
 4  {
 5      int i;
 6      float f;
 7      double d;
 8      char c;
 9  };
10
11  union MyUnion
12  {
13      int i;
14      float f;
15      double d;
16      char c;
17  };
18
19  int main(void)
20  {
21      //variable declarations
22      struct MyStruct s;
23      union MyUnion u;
24
25      //code
26      printf("\n\n");
27      printf("Size Of MyStruct = %lu\n", sizeof(s));
28      printf("\n\n");
29      printf("Size Of MyUnion = %lu\n", sizeof(u));
30      return(0);
31  }
32
33
```