```c
struct _IMAGE_OPTIONAL_HEADER {
0x00   WORD Magic;
0x02   BYTE MajorLinkerVersion;
0x03   BYTE MinorLinkerVersion;
0x04   DWORD SizeOfCode;
0x08   DWORD SizeOfInitializedData;
0x0c   DWORD SizeOfUninitializedData;
0x10   DWORD AddressOfEntryPoint;
0x14   DWORD BaseOfCode;
0x18   DWORD BaseOfData;
0x1c   DWORD ImageBase;
0x20   DWORD SectionAlignment;
0x24   DWORD FileAlignment;
0x28   WORD MajorOperatingSystemVersion;
0x2a   WORD MinorOperatingSystemVersion;
0x2c   WORD MajorImageVersion;
0x2e   WORD MinorImageVersion;
0x30   WORD MajorSubsystemVersion;
0x32   WORD MinorSubsystemVersion;
0x34   DWORD Win32VersionValue;
0x38   DWORD SizeOfImage;
0x3c   DWORD SizeOfHeaders;
0x40   DWORD CheckSum;
0x44   WORD Subsystem;
0x46   WORD DllCharacteristics;
0x48   DWORD SizeOfStackReserve;
0x4c   DWORD SizeOfStackCommit;
0x50   DWORD SizeOfHeapReserve;
0x54   DWORD SizeOfHeapCommit;
0x58   DWORD LoaderFlags;
0x5c   DWORD NumberOfRvaAndSizes;
0x60   _IMAGE_DATA_DIRECTORY DataDirectory[16];
};
```