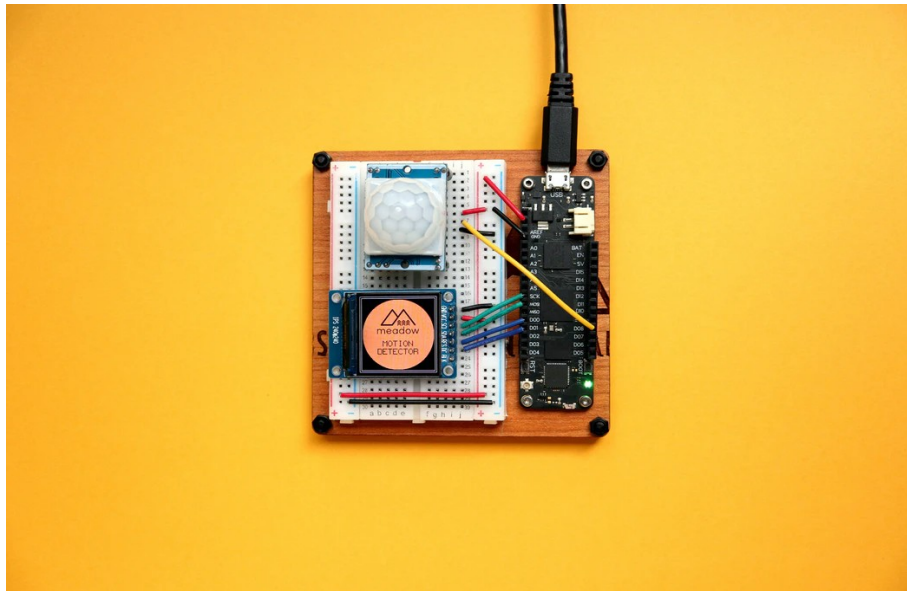


**Statement:** Sending data from one place to another has become an essential part of devices these days. The faster the transfer, the more data is sent the better. However, if one sends data carelessly, it may sooner or later run out of bandwidth. Efficiency is of key importance. That is why we cannot send data in just any format. In most cases we need to serialize it. As an Embedded Software Developer, you might have to write such serialization mechanisms.



**Problem:** You are given a structure which needs to be serialized. You need to write a function to take an instance of the given structure and return a byte array with the serialized object.

**Input structure:**

```
typedef struct {
    char[10] source;
    int id;
    unsigned long timestamp;
    int temperature;
    int humidity;
    int pressure;
} measurement_t;
```

**measurement\_t measurements;**

**Notes:**

- You may use any resources to solve this problem.
- Please include any assumptions you have made in the code as comments.