

```
//-----  
//      Structs definition  
//-----  
  
MyType struct {  
    field1 S32  
    size   U64  
    field3 *U8  
}  
// sizeof(MyType) = sizeof(S32) + sizeof(U64) + sizeof(*) = 208  
  
// Instantiate structs  
//-----  
myInstance MyType = --- // Uninitialized instance (garbage values)  
myInstance MyType = {} // Zero initialized instance  
myInstance MyType = {  
    .field3 = { 'h', 'e', 'l', 'l', 'o' }  
    .field1 = -10  
    .size   = 54  
} // named initializer  
  
myInstance MyType = {  
    -10,  
    54,  
    { 'h', 'e', 'l', 'l', 'o' }  
} // ordered initializer NOTE: comma separated  
  
// Access fields  
signed_int S32 = myInstance.field1  
l_letter   U8  = myInstance.field3[2]  
size       U64 = myInstance.size  
  
//-----  
//      Unions definition  
//-----  
  
MyContainer union {  
    field1 S32  
    size   U64  
    field3 *U8  
}  
  
// An union is as big as the biggest type of an inner field  
// sizeof(MyContainer) = sizeof(U64) = 88  
  
// Instantiate unions  
//-----  
myInstance MyContainer = --- // Uninitialized instance (garbage values)  
myInstance MyContainer = {} // Zero initialized instance  
myInstance MyContainer = {  
    .field3 = { 'h', 'e', 'l', 'l', 'o' }  
} // named initializer  
  
myInstance MyContainer = {  
    .field3 = { 'h', 'e', 'l', 'l', 'o' }  
    .field1 = -10  
} // multi field initializer UNSUPPORTED  
  
myInstance MyContainer = { 256 } // unnamed initializer UNSUPPORTED
```