|  |  |
| --- | --- |
| Int | 4 |
| double | 8 |
| struct rectangle  x\_upper\_left: int  y\_upper\_left: int  x\_lower\_right: int  y\_lower\_right: int | 16  4[0]  4[4]  4[8]  4[12] |
| struct triangle  x1: int  x2: int  x3: int  y1: int  y2: int  y3: int | 24  4[0]  4[4]  4[8]  4[12]  4[16]  4[20] |
| struct circle  x\_center: int  y\_center: int  radius: int | 12  4[0]  4[4]  4[8] |
| struct shape  color: colors  k: key  union {  r: rectangle,  t: triangle,  c: circle} | 32  4[0]  4[4]  24[8]  16[8]  24[8]  12[8] |
| struct container  MAX\_LENGTH: int  length: int  cont: shape[] | 320008  4[0]  4[4]  32 \* 10000 = 320000 |
| enum key  {Rectangle,  Triangle,  Circle} | 4[0] |
| enum colors {  red, orange,  yellow, green,  blue, | 4[0] |

Типы данных

Глобальных переменных нет

Память программы

|  |  |
| --- | --- |
| int main(int argc, char \*argv[])  argc: int  argv: char\*\*  c: container  size: int  ofst1: ofstream  ofst2: ofstream | 4[0]  8[4]  320008[12]  4[320020]  8[320028]  8[320036] |
| void shaker\_sort(container &c)  c: container  arr: shape\*  control: int  left: int  right: int  i: int | 8[0]  8[8]  4[16]  4[20]  4[24]  4[28] |
| double  perimeter\_sum(container &c)  c: container  sum: double  i: int | 8[0]  8[8]  4[12] |
| shape \*in\_rnd()  sp: shape\*  k: int | 8[0] указатель и 32[8] объект  4[40] |
| и другие неописанные |  |