

Taduusa ruob:

char - 1

int - 4

double - 8

struct rectangle {

x\_l\_t: int - 4 [0]

y\_l\_t: int - 4 [4]

x\_r\_b: int - 4 [8]

16

} y\_r\_b: int - 4 [12]

struct triangle {

x1: int - 4 [0]

y1: int - 4 [4]

x2: int - 4 [8]

y2: int - 4 [12] 24

x3: int - 4 [16]

y3: int - 4 [20]

}

struct circle {

x\_c: int - 4 [0]

y\_c: int - 4 [4] 12

r: int - 4 [8]

struct shape {

k: enum key - 4 [0]

col: enum color - 4 [4]

union {

r: rectangle - 16 [8]

t: triangle - 24 [8]

c: circle - 12 [8]

32

```
struct container {
    enum max_len - 4 [0]
    len: int - 4 [4] e10000
    cont: shape[maxlen] - 320000 [8]
}
```

320008

Return values programmi:

```
void In(container& c, FILE* file) {
    c: container - 320008 [0]
    file: FILE*-8 [320008] 320020
    k: int - 4 [320016]
}
```

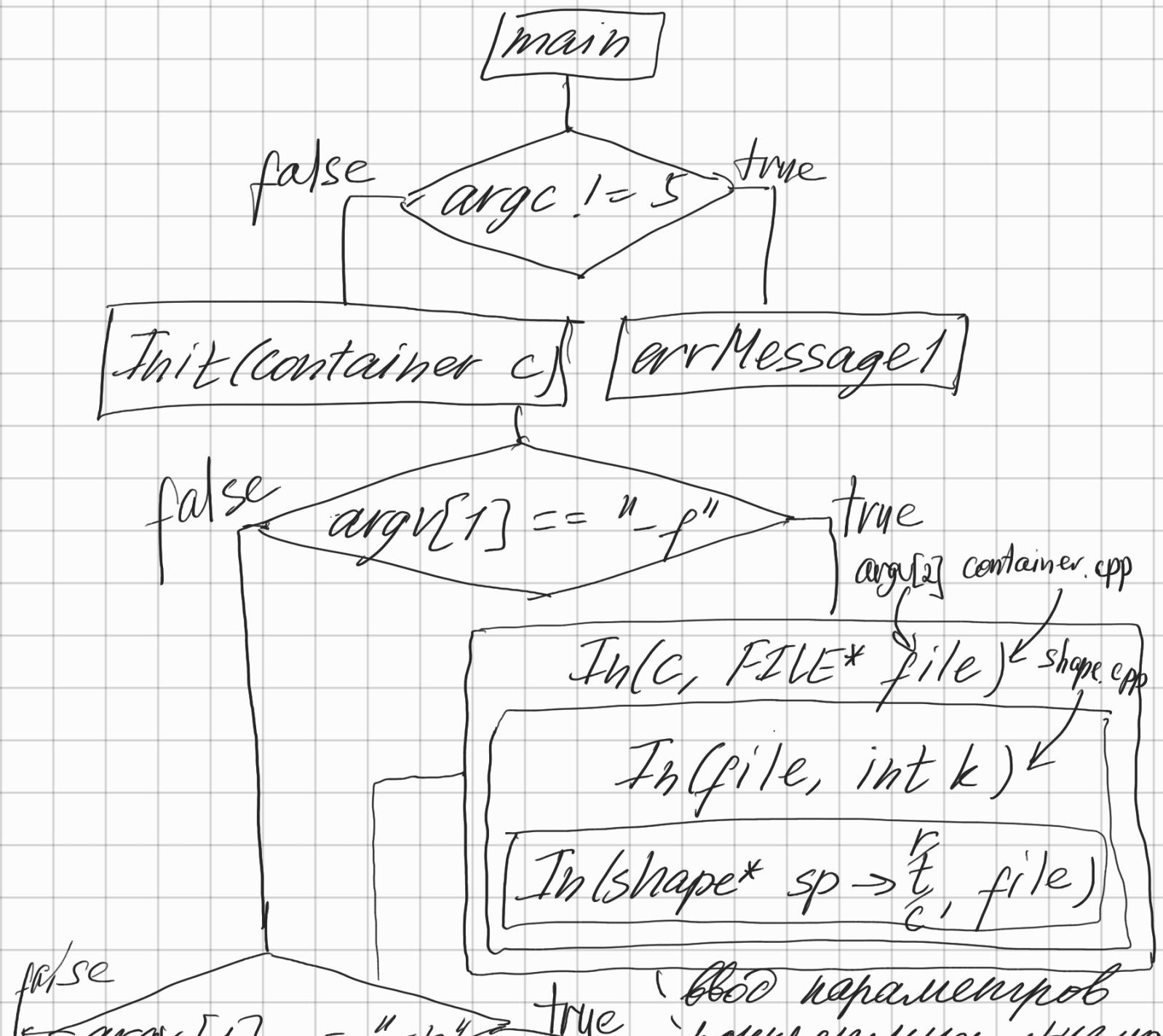
```
void Out(container& c, FILE* file) {
    c: container - 320008 [0]
    file: FILE*-8 [320008] 320020
    i: int - 4 [320016]
}
```

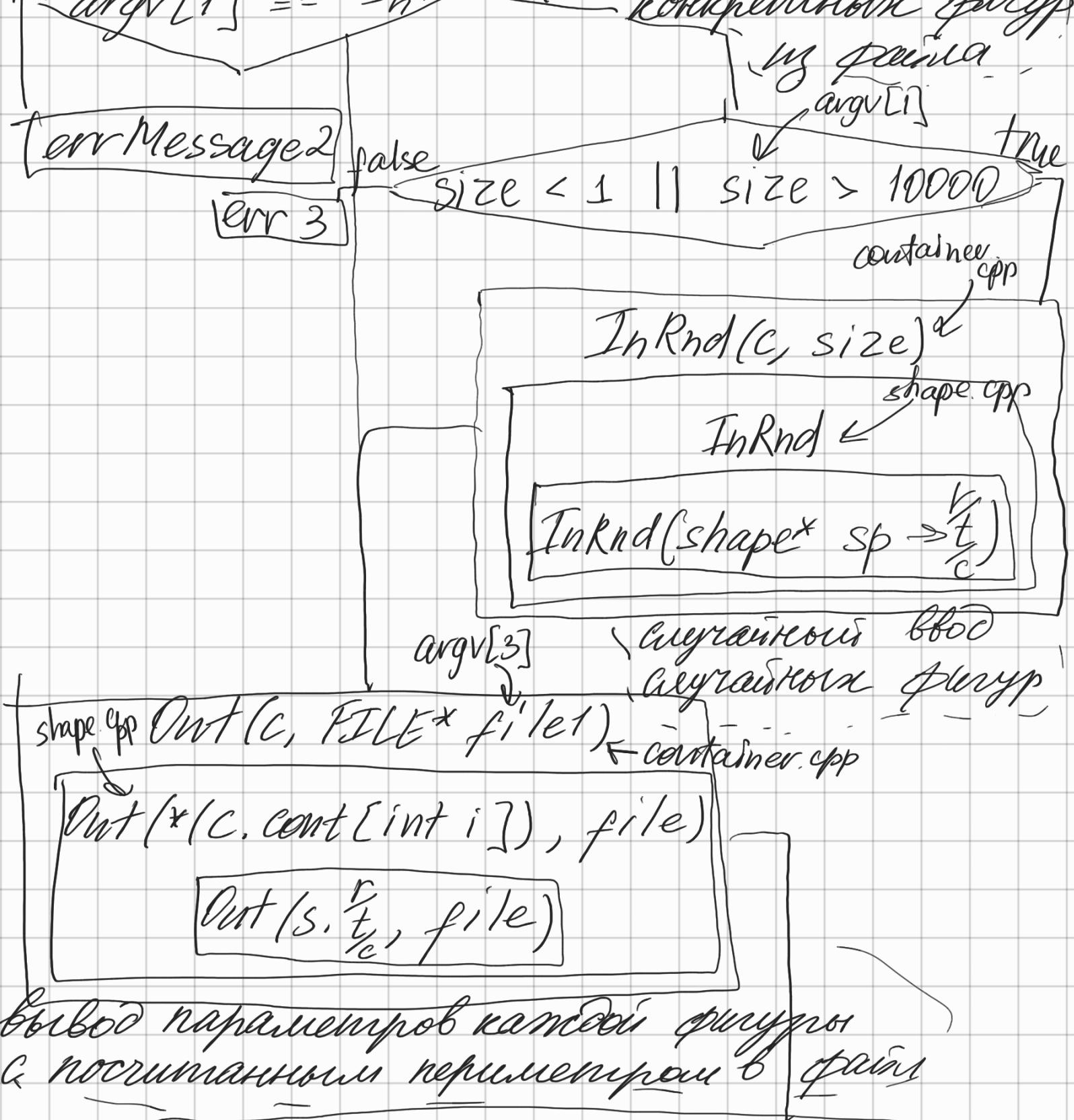
```
void ProcessingVar23(container& c, FILE* file) {
    c: container - 320008 [0]
    file: FILE*-8 [320008]
    sum: double - 8 [320016]
    i: int - 4 [320024] 320044
    mean: double - 8 [320028]
    i: int - 4 [320036]
    i: int - 4 [320040]
}
```

```
shape* In(FILE* file, int k) {
    file: FILE*-8 [0]
    k: int - 4 [8]
    sp: shape* - 32 [12] 48
}
```

```
color: int-4[44]
}
shape* InRnd() {
    sp: shape* -32[0]
    k: int-4[32]
    color: int-4[36] 40
}
}
```

Всено радомъ;





Былоо параметров камдии фигур  
 & носриманнаныи параметров байыз

ProcessingVar23(c, FILE\* file2)

Былоо параметров б  
 отсортированасын көздөк.

Clear(c)

