

Архитектура

ТД

bool	1
char	1
int	4
double	8

```
struct film {                                [32]
    enum genre;                             4 [0]
    union {
        struct feature;                    24 [4]
        struct cartoon;                    24 [28]
        struct documentary;                24 [28]
    };
}
```

```
struct container {    [32004]
    int size;          4 [0]
    film *array;       320000 [4]
}
```

```
struct cartoon {    [136]
    enum type;       4 [0]
    char *title;     128 [4]
    int year;        4 [132]
}
```

```
struct documentary {    [136]
    int duration;        4 [0]
    char *title;         128 [4]
    int*year;            4 [132]
}
```

```
struct feature {        [300]
    char *director;     128 [0]
    char *title;        128 [128]
    int year;           4 [256]
}
```

```
enum film::genre {      [4]
    FEATURE;            4 [0]
    CARTOON;            4 [0]
    DOCUMENTARY;        4 [0]
}
```

```
enum cartoon::type {    [4]
    FEATURE;            4 [0]
    CARTOON;            4 [0]
    DOCUMENTARY;        4 [0]
}
```

ΠΠ

main:	[3864]	
int argc	4 [0]	stack
char *argv[]	8 [4]	stack(*), heap
container container	32004 [8]	stack
FILE *file	216 [3212]	stack(*), heap
int size	4 [3428]	stack
FILE *outFile1	216 [3432]	stack(*), heap
FILE *outFile2	216 [3648]	stack(*), heap
In:	[232]	
container *container	16 [0]	stack(*), heap(array)
FILE *input	216 [16]	stack(*), heap
InStochastic:	[20]	
container *container	16 [0]	stack(*), heap(array)
int size	4 [16]	stack
Sort:	[64]	
container *container	16 [0]	stack(*), heap(array)
int i	4 [16]	stack
int j	4 [20]	stack
double first	8 [24]	stack
double second	8 [32]	stack
film temp	32 [32]	stack
ΓΠ	[71]	
int CONTAINER_MAX_SIZE	4 [0]	stack
int STRING_MAX_LENGTH	4 [4]	stack
char NUMS_AND_CHARS[]	63 [8]	stack
int NUMS_AND_CHARS_LENGTH	4 [71]	stack