Архитектура

```
ТД
bool       1
char       1
int        4
double     8
```

```
class Film {              [132]
  int year;               4 [0]
  const char *title;      128 [4]
}
```

```
class Container {                     [80004]
  int size;                           4 [0]
  film* array[MAX_CONTAINER_SIZE];    80000 [4]
}
```

```
class Cartoon(Film) {     [136]
  enum type;              4 [0]
  char *title;            128 [4]
  int year;               4 [132]
}
```

```
struct Documentary(Film) {  [136]
  int duration;             4 [0]
  char *title;              128 [4]
  int year;                 4 [132]
}
```

```
class Feature(Film) {     [300]
  char *director;         128 [0]
  char *title;            128 [128]
  int year;               4 [256]
}
```

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

ПП

main:	[80668]	
int argc	4 [0]	stack
char *argv[]	8 [4]	stack(*), heap
Container container	80004 [12]	stack
FILE *file	216 [80016]	stack(*), heap
int size	4 [80232]	stack
FILE *outFile1	216 [80236]	stack(*), heap
FILE *outFile2	216 [80452]	stack(*), heap
In:	[232]	
Container *container	8 [0]	stack(*), heap(array)
FILE *input	216 [8]	stack(*), heap
InStochastic:	[12]	
Container *container	8 [0]	stack(*), heap(array)
int size	4 [8]	stack
Sort:	[40]	
container *container	8 [0]	stack(*), heap(array)
int i	4 [8]	stack
int j	4 [12]	stack
double first	8 [16]	stack
double second	8 [24]	stack
Film* temp	8 [32]	stack(*), heap
ГП	[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