1. What will be the output of following program?

```c
#include <stdio.h>
struct student
{
   char *name[2];
   int s;
   char b;
}s = {"Sun", "Beam", 0, 1};
int main()
{
   printf("%d",sizeof(s));
   return 0;
}
```

2. What will be the output of following program?

```c
#include <stdio.h>
struct x
{
   int i; int j; int k;
};
int main(void)
{
   struct x *p, arr[3];
   p = &arr[0];
   ++p;
   printf("%d", &(arr[0].j) - p);
   return 0;
}
```

3. What will be the output of following program?

```c
#include <stdio.h>
int main(void)
{
   struct a
   {
      int a;
      struct b
      {
         int a; char b;
      } b;
   } x[] = {1, 'a', 'x', 'A', 4, 'b'};

   printf("%d", -x[1].a + x[0].b.a + x[1].b.a);
   return 0;
}
```

4. What will be the output of following program?

```c
#include <stdio.h>
struct s1
{
   struct {
      int x;
      struct s { int x;}s2;
      struct s *s;}s3;
}y={ 10 };

int main(void)
{
   y.s3.s = &y.s3.s2;
   printf("%d", y.s3.s->x);
   return 0;
}
```

5. What will be the output of following program?

```c
#include<stdio.h>
union u
{
    int x[3];
    char y[5];
}u[3];

int main()
{
    printf("%d", sizeof(u));
    return 0;
}
```

6. What will be the output of following program?

```c
#include<stdio.h>
struct s
{
    int x[10];
};
union u
{
    int *x;
    struct s *y[2];
}u;
int main(void)
{
    printf("%d", sizeof(u));
    return 0;
}
```