Lab Seven

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1 Dragon Book

1.1 Exercise 6.3.1

Determine the types and relative addresses for the identifiers in the following sequence of declarations:

```
float x;
record { float x; float y; } p;
record { int tag; float x; float y; } q;
```

line 1:
x: type float, offset 0

line 2:
x: Type float, offset 0
y: type float, offset 8
p: type record, offset 16

line 3:
tag: type int, offset 0
x: type float, offset 4
y: type float, offset 12
q: type record, offset 20