LA Worksheet #3

1. `char* arr[10][6];`
   ↳ char* → 8 bytes
   8 · 60 = **480 bytes**

2. typedef struct {
   char shookie;
   int tata;
   char cookie;
   double chinmy;
   } bt

   Void main (int argc, char** argv){
   bt band[7]
   printf("%d\n", (int) sizeof(band));
   }

   ↳ shookie → 1 byte] +3 padding
   tata → 4 bytes
   cookie → 1 byte] +7 padding
   chinmy → 8 bytes
   24 bytes / bt
   24 * 7 = 168 bytes
   168

3. char, long, float*, double, int, float
   1 4 8 8 4 8
   struct Westeros {
   float* lannister;
   double targaryen;
   float arlyn;
   long stark;
   int greyjoy;
   char tully;
   } → size 32 bytes

4. → rbp
   → rbx, rbp
   after call → return address is on top
   401039

5. rdi + rdx → eax
   ↳ **index + dist → eax**
   3. rdi → rdx
   24. rdi + rsi + array_start
   24. index + pos + start
   ↳ **char* ptr = (char*) &array[index].first**
   ↳ **int x = func0(1, 4, 12);**