

C++ Tricks 2.5

I386(Align)

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2.5 I386(Align)

I386sizeof(int)==4sizeof(char)==1
(struct)Asizeof

```
struct A{int i;char c;};
```

```
sizeof(A)==8.....1+5=8
```

```
138613864GB1386T
```

```
sizeof(T)charshort2int4double8
```

```
structsizeofstruct:
```

```
struct WASTE
```

```
{
```

```
char c1;
```

```
int i;
```

```
char c2;
```

```
}
```

```
struct WASTE
```

```
{
```

```
char c1;
```

```
char _filling1 [3];//int
```

```
int i;
```

```
char c2
```

```
char _filling2 [3];//
```

```
}
```

```
3WASTEsizesizeof(WASTE)==12
```

```
sizeof
```

```
struct WASTE
```

```
{
```

```
int i;
```

```
char c1,c2;
```

```
}
```

```
sizeof82Csizeof
```

```
doublechar
```

```
C++CC++classC++(private
```

```
publicprotected)C++private:
```

```
public:protected:
```

```
MSVC_INTSIZEOF(T)
```

```
#define _INTSIZEOF(T) ( (sizeof(T) +  
sizeof(int) - 1) & ~(sizeof(int) - 1) )
```

```
_INTSIZEOF(T)sizeof(T)sizeof(int)
```

```
_INTSIZEOFsizeof(sizeofint)(struct)
```

```
char c1,c2,c3,c4;//16
```

```
char c[4]//4
```

```
(c[1])(dereference)()vs()
```

sizeof

class Empty {};

sizeof(Empty)1C++Empty1

sizeof()0

class A:public Empty{virtual ~A(){} };

sizeof(A)654EmptyEmpty""

"AA1AA""sizeof

4+1+1=4""

()

bool BitCompare(void* begin,void* end,void* another);

[begin,end)anotherfalse>true

operator==classBitwise

Comparebitbitwise copymemberwise

BitCompareBitCopy