

Homework 2

Problem 1

Consider the following C declaration:

```
struct Node {  
    char a;  
    double b;  
    int c;  
    int* d;  
    struct Node* e;  
};
```

1. Show the memory layout of struct `Node`. Label the bytes with the names of the various fields and **clearly indicate the right hand boundary of the data structure with a vertical line**. Use an X to denote space that is allocated in the struct as padding.

2. Rearrange the elements of `Node` to save the most space in memory. Label the bytes with the names of the various fields and **clearly indicate the right hand boundary of the data structure with a vertical line**. Use an X to denote space that is allocated in the struct as padding.

Problem 2

Consider the following C code:

```
double array[3][4][5] =
{
    {
        {2.4, 4.3, 9.0, 0.9, -2.0 },
        {3.7, 2.6, 0.8, 1.5, 3.3 },
        {-1, 5, 2, 1, 7 },
        {1.9, 3.5, 9.2, 12, 1.0 }
    },
    {
        {6.4, 9.3, 0.2, 1.7, 2.3 },
        {2.2, 6.2, -0.3, 1.1, 0.6 },
        {-0.2, 9.0, 3.6, 1.2, -8.0 },
        {1.5, 5.4, 6.1, 9.2, 2.5 }
    },
    {
        {10.2, 2.5, -2.2, -9.4, 2.1 },
        {1.6, 12.1, 11.2, 3.2, 2.6 },
        {1.0, -0.7, 4.1, 1.2, 12.2 },
        {2.7, 12.2, 2.9, 6, 1 }
    }
};
```

The memory address of `array` is **x**. Fill the blanks below:

Reference	Type	Value
<code>array</code>	<code>double *</code>	<code>x</code>
<code>array[2][1][1]</code>	_____	_____
<code>array[0][1]</code>	_____	_____
<code>array[1]</code>	_____	_____
<code>array+1</code>	_____	_____
<code>*(array+1)</code>	_____	_____
<code>&array[0][0][1]</code>	_____	_____
_____	_____	<code>x + 32</code>