Section Solution

Problem 1: Meet The Flintstones

```
typedef struct rubble {
   int betty;
   char barney[4];
   struct rubble *bammbamm;
} rubble;

typedef struct {
   short *wilma[2];
   short fred[2];
   rubble dino;
} flintstone;

rubble *simpsons;
flintstone jetsons[4];

simpsons = &jetsons[0].dino;
jetsons[1].wilma[3] = (short *) &simpsons;
strcpy(simpsons[2].barney, "Bugs Bunny");
((flintstone *)(jetsons->fred))->dino.bammbamm = simpsons;
*(char **)jetson[4].fred = simpsons->barney + 4;
```