```
typedef struct {
    char *name;
    char suid[8];
    int numUnits;
} student;

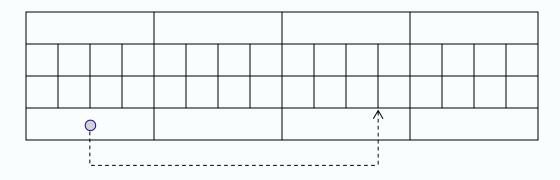
student friends[4];
friends[0] name = friends[2].suid + 3;
friends[5] numUnits = 21;
strcpy(friends[1].suid, "4041554");
strcpy(friends->name, "Tiger Woods");
strcpy((char *) &friends[0].numUnits, (const char *) &friends[2].numUnits);
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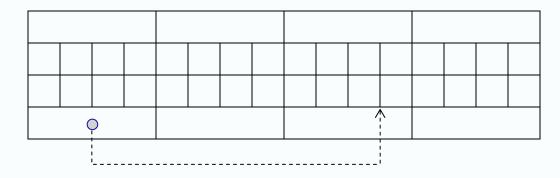
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				5	5	4	\0	i	g	е	r				
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```
typedef struct {
                              typedef struct {
    char *name;
                                   int num;
    char suid[8];
                                   int denom;
    int num Units;
                              } fraction;
} student;
student friends [4];
friends[0].name = friends[2].suid + 3;
friends[5].numUnits = 21;
strcpy(friends[1].suid, "4041554");
strcpy(friends->name, "Tiger Woods");
stropy((char *) &friends[0].num Units, (const char *) &friends[2].numUnits);
*(char ***) (&(((fraction *)friends)[3].denom)) = &friends[0].name + 1;
```

