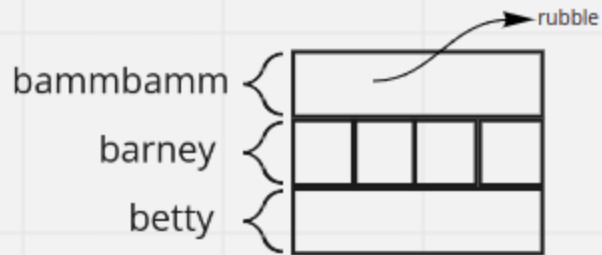
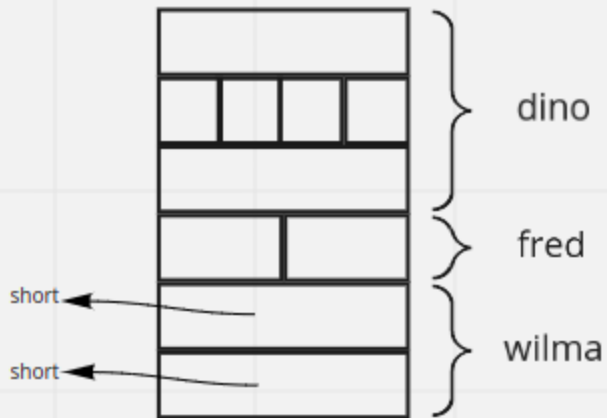


rubble



flinstone



rubble *simpsons;

Next Line: flintstone jetsons [4];

simpsons

flintstone jetsons [4];

Next Line: simpsons = &jetsons[0].dino;

simpsons



jetsons[0]

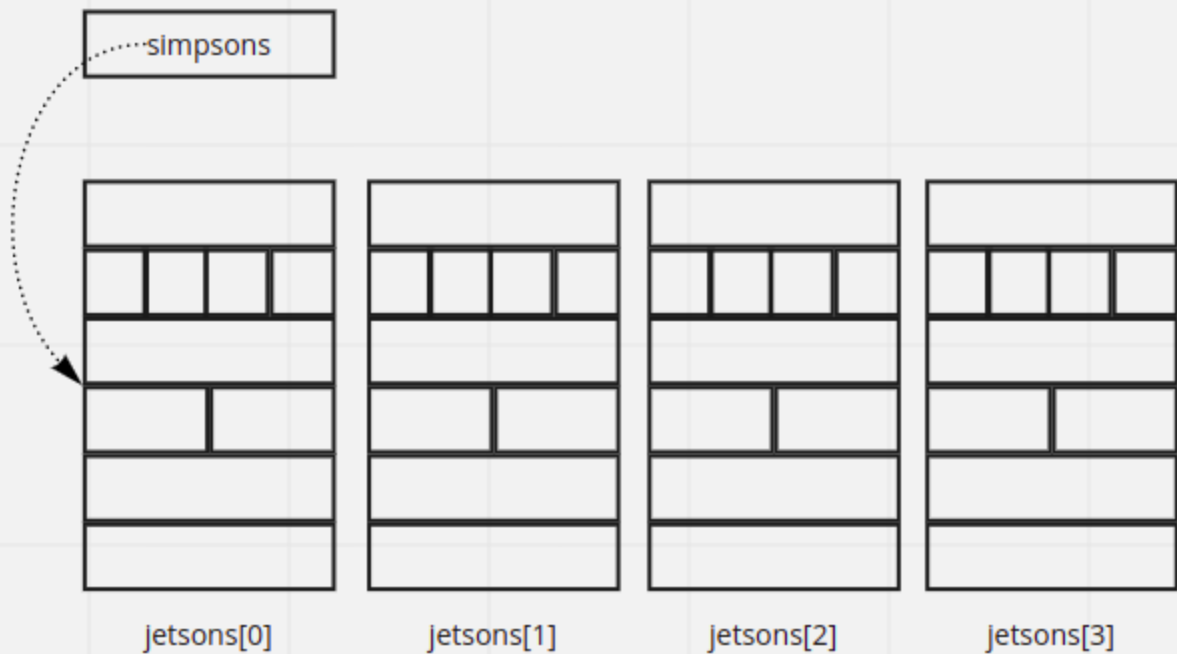
jetsons[1]

jetsons[2]

jetsons[3]

```
simpsons = &jetsons[0].dino;
```

```
Next Line: jetsons[1].wilma[3] = (short *)&simpsons;
```



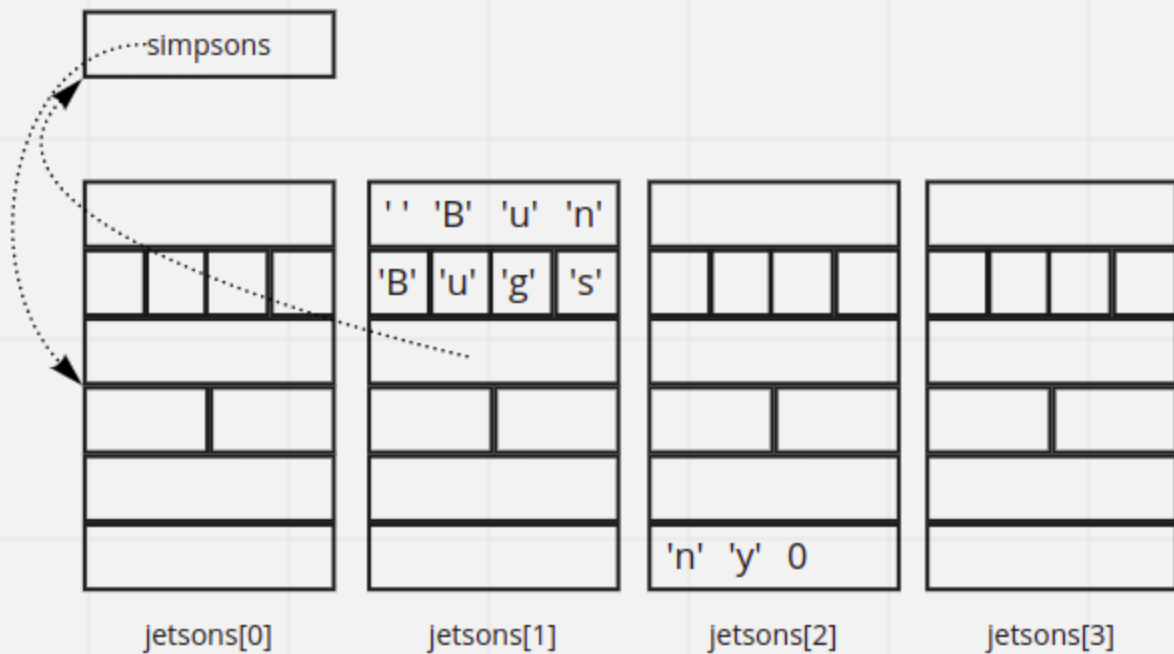
```
jetsons[1].wilma[3] = (short *)&simpsons;
```

Next Line: `strcpy(simpsons[2].barney, "Bugs Bunny");`



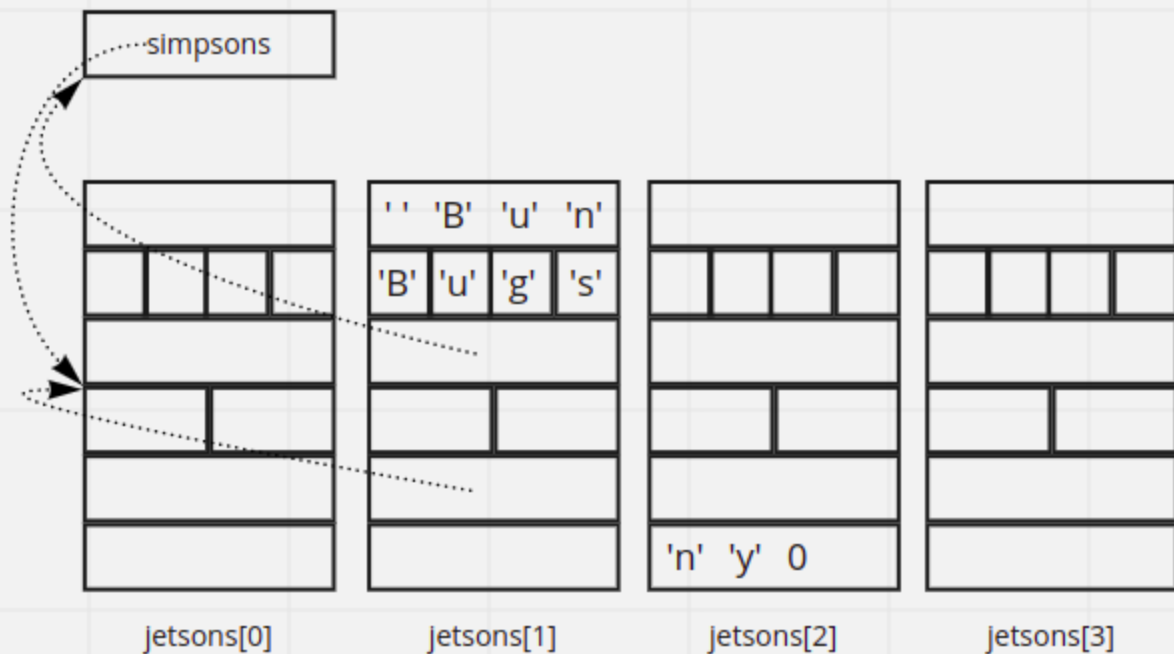
```
strcpy(simpsons[2].barney, "Bugs Bunny");
```

```
Next Line: ((flintstone *) (jetsons->fred))->dino.bammba...
```



```
((flintstone *) (jetsons->fred))->dino.bamm bamm = simpsons;
```

```
Next Line: *(char **)jetson[4].fred = ...
```



```
*(char **)jetsons[4].fred = simpsons->barney + 4;
```

