```
1 #include <stdio.h>
 2
 3 struct MyStruct
 4
   {
 5
       int i;
       float f;
 6
 7
       double d;
       char c;
 8
9 };
10
11 union MyUnion
12 {
13
       int i;
14
       float f;
15
       double d;
16
       char c;
17 };
18
19 int main(void)
20 {
       //variable declarations
21
22
       struct MyStruct s;
23
       union MyUnion u;
24
25
       //code
       printf("\n\n");
26
       printf("Size Of MyStruct = %lu\n", sizeof(s));
27
28
       printf("\n\n");
       printf("Size Of MyUnion = %lu\n", sizeof(u));
29
30
       return(0);
31 }
32
33
```