```c
#include <stdio.h>

struct MyStruct
{
    int i;
    float f;
    double d;
    char c;
};

union MyUnion
{
    int i;
    float f;
    double d;
    char c;
};

int main(void)
{
    //variable declarations
    struct MyStruct s;
    union MyUnion u;

    //code
    printf("\n\n");
    printf("Members Of Struct Are : \n\n");

    s.i = 9;
    s.f = 8.7f;
    s.d = 1.233422;
    s.c = 'P';

    printf("s.i = %d\n\n", s.i);
    printf("s.f = %f\n\n", s.f);
    printf("s.d = %lf\n\n", s.d);
    printf("s.c = %c\n\n", s.c);


    printf("Addresses Of Members Of Struct Are : \n\n");
    printf("s.i = %p\n\n", &s.i);
    printf("s.f = %p\n\n", &s.f);
    printf("s.d = %p\n\n", &s.d);
    printf("s.c = %p\n\n", &s.c);

    printf("MyStruct s = %p\n\n", &s);

    printf("\n\n");
    printf("Members Of Union Are : \n\n");

    u.i = 3;
    printf("u.i = %d\n\n", u.i);
```

```c

    u.f = 4.5f;
    printf("u.f = %f\n\n", u.f);

    u.d = 5.12764;
    printf("u.d = %lf\n\n", u.d);

    u.c = 'A';
    printf("u.c = %c\n\n", u.c);


    printf("Addresses Of Members Of Union Are : \n\n");
    printf("u.i = %p\n\n", &u.i);
    printf("u.f = %p\n\n", &u.f);
    printf("u.d = %p\n\n", &u.d);
    printf("u.c = %p\n\n", &u.c);

    printf("MyUnion u = %p\n\n", &u);

    return(0);
}

```