```
// 11.17
2
    #include <stdio.h>
3
4
    \textbf{struct} \ \texttt{my\_struct} \{
5
       int i;
6
       double d;
7
       char c;
8
    };
9
10
    union my_union{
11
       int i;
       double d;
12
13
       char c;
14
    };
15
    int main(void)
16
17
       18
19
20
       return 0;
21
22
    }
23
24
25
```