

T, □

Taben Kyrus, 201

| | | | |
|--------|---|----------|---|
| int | 4 | void * | 4 |
| char | 1 | long int | 8 |
| double | 8 | clock_t | 8 |
| bool | 1 | float | 4 |

struct ^{enum} tag Matrix {
 int size 4[8]

union { 4[8]

Matrix2D * matrix2DPtr 4[8]

MatrixDiagonal * MatrixDiagonalPtr 4[8]

MatrixLowTriangle * MatrixLowTrianglePtr 4[8]

}

struct Matrix2D ~~Tag~~ { 4
 double * xdata 4[0]

}

struct MatrixDiagonal { 4
 double * data 4[0]

}

```

Struct Matrix LowTriangle { 4
    double * data 4[0]
}

```

```

Struct Container { 120064
    MatrixEJdata 120060[0]
    int size 4 [120060]
}

```

```

}

```

Main

rog

```

int argc 4[0]
char *argv[4] #4[4]

```

~~Container 120064~~

```

clock_t start 8[8]

```

```

clock_t end 8[16]

```

```

Container container 120064[24]

```

```

char *inputFileName 4 [120008]

```

```

char *outputFileName 4 [120092]

```

```

File *outputFile 4 [120096]

```

```

float elapsedSeconds 4 [120100]

```

TM

int INPUT-TYPE-MAX-LENGTH 4[0]

int MATRIX-TYPE-MAX-LENGTH 4[4]

~~const~~ char RAW-INPUT-TYPE[] 4[8]

char RANDOM-INPUT-TYPE[] 4[12]

char TWO-DIMENSION'S-MATRIX-TYPE[]
4[16]

char LOW-TRIANGLE-MATRIX-TYPE
4 [20]

char DIAGONAL-MATRIX-TYPE[]
4[24]

double MAX-ABSOLUTE-MATRIX-
VALUE 8 [32]

int MAX-RANDOM-MATRIX-SIZE
4[40]