

15 faim

```

struct fish
mun uuz paguep idx
char name 7 0
int weight 4 7
enum habitat 4 11
  
```

19 faim

```

struct animal
mun uuz paguep idx
enum key 4 0
  
```

union			
fish somefish	15	4	
bird somebird	12	4	
beast somebeast	15	4	

enum
somefish
somebird
somebeast

```

struct bird
mun uuz paguep idx
char name 7 0
int weight 4 7
bool isMigratory 1 11
  
```

15 faim

```

struct beast
mun uuz paguep idx
char name 7 0
enum diet 4
int weight 4
  
```

4+ len. 19 faim

```

struct container
mun uuz paguep idx
int len 4 0
animal* animal len. 19 4
  
```

111

```

main()
mun uuz paguep idx
int argc 4 0
container 4+ len. 19 4
  
```

```

In()
mun uuz paguep idx
int k 4 0
animal* a 8 4
  
```

```

InRnd()
mun uuz paguep idx
int k 4 0
animal* a 8 4
  
```

```

Out()
mun uuz paguep idx
animal* a 8 0
  
```

```

Some Parametr()
mun uuz paguep idx
animal* a 8 0
  
```

```

Heap
mun paguep
animal 15
animal[] 15. len
  
```

