

## Guia Prático 11 - exercícios adicionais

②

typedef struct {	Alinhamento	Dimensão	Offset
char a1[14];	1	14	<u>0</u>
int i;	4	4	14 → <u>16</u>
char a2[17];	1	17	16 + 1 = <u>20</u>
double g;	8	8	20 + 17 = 37 → <u>40</u>
{ xyz;	8	48	

double f1(void) {

40 + 8  
• align 3 ✓

static xyz s1 = { "Str\_1", → a1

2021, → i

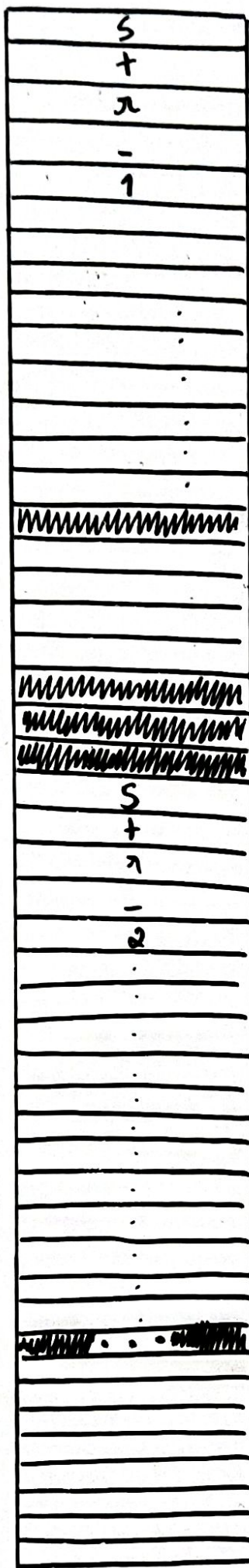
"Str\_2", → a2

2.71828 1828459045 f, → g

return s1.g;

}

s1:



char a1[14]  
offset = 0

• ASCII "Str-1"  
• space 9

int i  
offset = 16

• align 2  
• word 2021

→ . space 3

char a2[17]  
offset = 20

• ASCII "Str-2"  
• space 12

double g  
offset = 40

• align 3  
• double



③

typedef struct {	Alinhamento	Dimensão	Offset
char a1[10];	1	10	<span style="border: 1px solid black; padding: 2px;">0</span>
double g;	8	8	10 → <span style="border: 1px solid black; padding: 2px;">16</span>
int a2[2];	4	2x4 = 8	16 + 8 = <span style="border: 1px solid black; padding: 2px;">24</span>
char v;	1	1	24 + 8 = <span style="border: 1px solid black; padding: 2px;">32</span>
float k;	4	4	32 + 1 = 33 → <span style="border: 1px solid black; padding: 2px;">36</span>
{ uow;	8	40 <u>36 + 4</u> align 3 ✓	

float f2(void) {

static uow s2 = "st1", → a1

3.141592653589, → g

291, → a2[0]

756, → a2[1]

('x'), → v

1.983 f, → k

return (s2.g \* s2.a2[1] / k);

}



sd:

