

```
union unite {  
    struct {  
        int daito;  
        int nunchaku;  
        int kama;  
    } medium;  
    struct {  
        long naginata;  
        short shuriken;  
        short tanto;  
    } other;  
} x;  
char c;  
  
int main( int argc, const char* argv[] )  
{  
    int i,j;  
  
    x.other.naginata = 0xDEADBEEF76543210;  
    x.other.shuriken = 0xC8ED;  
    x.other.tanto = 0xDEFE;  
    c = 0xAE;  
  
    printf("0x%x, 0x%x, 0x%x\n", x.medium.daito, x.medium.nunchaku, x.medium.kama);  
}
```

```
((gdb) x/32bx &x  
0x601050 <x>:   0x10      0x32      0x54      0x76      0xef      0xbe      0xad      0xde  
0x601058 <x+8>:  0xed      0xc8      0xfe      0xde      0x00      0x00      0x00      0x00  
0x601060 <c>:   0xae      0x00      0x00      0x00      0x00      0x00      0x00      0x00  
0x601068:       0x00      0x00      0x00      0x00      0x00      0x00      0x00      0x00
```

```

union street {
    char fogofwar[64];
    struct {
        char raph;
        short mikey;
        int leo;
        long don;
    } ninjas;
} x;

```

```

if (((int)x.ninjas.raph) < 0)
    shelled++;
if (x.ninjas.mikey < 0)
    shelled++;
if (x.ninjas.don < 0)
    shelled++;
if (x.ninjas.leo < 0)
    shelled++;

printf("%d\n", shelled);

```

```

(gdb) x/64bx &x
0x601080 <x>:  0xa4    0x84    0x57    0xe0    0xed    0x77    0xfb    0x10
0x601088 <x+8>:  0xdf    0x3d    0x73    0x06    0x8a    0x25    0x09    0x56
0x601090 <x+16>:      0x71    0x35    0xc7    0x8a    0x99    0x0b    0xa1    0xc2
0x601098 <x+24>:      0x5e    0x82    0xbe    0xdc    0x73    0xf0    0x02    0x8c
0x6010a0 <x+32>:      0x74    0x75    0x4f    0x72    0xf2    0x4c    0xb6    0x2d
0x6010a8 <x+40>:      0xe7    0x3a    0x79    0x0c    0xe9    0x65    0x68    0x5a
0x6010b0 <x+48>:      0x9a    0x30    0xe4    0x33    0x3b    0x86    0xf5    0x99
0x6010b8 <x+56>:      0x08    0xb3    0x75    0x7b    0xa3    0x78    0x08    0x18

```