Askisi2 Lab3

NO SORT

For 32 bit: alignment 4 bytes

char a = 1 byte

bool b = 1 byte

int c = 4 bytes

double d = 8 bytes

short e = 2 bytes

float f = 4 bytes

double g = 8 bytes

char \*cptr = 4 bytes

float \*fptr = 4 bytes

int x = 4 bytes

sum = 44 bytes

For 64 bit: alignment 8 bytes

char a = 1 byte

bool b = 1 byte

int c = 4 bytes

double d = 8 bytes

short e = 2 bytes

float f = 4 bytes

double g = 8 bytes

char \*cptr = 8 bytes

float \*fptr = 8 bytes

int x = 4 bytes

sum = 56 bytes

SORT

For 32 bit: alignment 4 bytes

char a = 1 byte

bool b = 1 byte

short e = 2 bytes

int c = 4 bytes

int x = 4 bytes

float f = 4 bytes

char \*cptr = 4 bytes

float \*fptr = 4 bytes

double d = 8 bytes

double g = 8 bytes

sum = 40 bytes

For 64 bit: alignment 8 bytes

char a = 1 byte

bool b = 1 byte

short e = 2 bytes

int c = 4 bytes

int x = 4 bytes

float f = 4 bytes

double d = 8 bytes

double g = 8 bytes

char \*cptr = 8 bytes

float \*fptr = 8 bytes

sum = 48 bytes

Πρέπει πάντα η struct foo να είναι ευθυγραμμισμένη για να πηγαίνει εύκολα στο επόμενο στοιχείο του πίνακα.

link : <https://en.wikipedia.org/wiki/Data_structure_alignment>