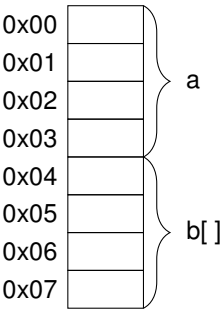```
1 struct
2 {
3   int a;
4   unsigned char b[4];
5 }
```
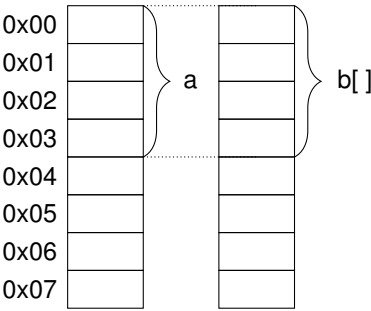
(a) Another subfigure

```
1  union
2  {
3    int a;
4    unsigned char b[4];
5  }
```

(c) Another subfigure

0x00
0x01   a
0x02
0x03
0x04
0x05   b[ ]
0x06
0x07

(b) Another subfigure

0x00
0x01   a   b[ ]
0x02
0x03
0x04
0x05
0x06
0x07

(d) Another subfigure

Figura 1: A figure

dio cane porco   1   2   3