#include <iostream>

using namespace std;

#pragma pack(2)

 struct Message\_Header

{

short TransactionCode;

int LogTime;

char AlphaChar[2];

int TraderId;

    short ErrorCode;

char Timestamp[8];

char Timestamp1[8];

char Timestamp2[8];

short MessageLength;

};

#pragma pack(2)

 struct ST\_BROKER\_ELIGIBILITY\_PER\_MKT

{

int Reserved;

char market;

char Reserved2;

};

#pragma pack(2)

struct SIGN\_ON\_REQUEST\_IN

{

Message\_Header obj;

char Password [8];

char NewPassword [8];

char TraderName [26];

int LastPasswordChangeDate;

char BrokerId [5];

char Reserved;

short BranchId;

int VersionNumber;

int Batch2StartTime;

char HostSwitchContext;

char Colour [50];

char Reserved2;

short UserType;

double SequenceNumber;

char WsClassName [14];

char BrokerStatus;

char ShowIndex;

ST\_BROKER\_ELIGIBILITY\_PER\_MKT obj\_ST\_BROKER\_ELIGIBILITY\_PER\_MKT;

short MemberType;

char ClearingStatus;

char BrokerName [25];

};

#pragma pack(2)

struct SIGN\_ON\_REQUEST\_OUT//size not match.....

{

Message\_Header obj;

int UserId;

char Password [8];

char NewPassword [8];

char TraderName [26];

int LastPasswordChangeDate;

char BrokerId [5];

char Reserved;

short BranchId;

int VersionNumber;

int EndTime;

char Reserved2;

char colour[50];

char Reserved3;

short UserType;

double SequenceNumber;

char Reserved4 [14];

char BrokerStatus;

char ShowIndex;

ST\_BROKER\_ELIGIBILITY\_PER\_MKT obj\_ST\_BROKER\_ELIGIBILITY\_PER\_MKT;

short MemberType;

char ClearingStatus;

char BrokerName [25];

};

#pragma pack(2)

struct SYSTEM\_INFORMATION\_IN

{

    Message\_Header obj;

    int LastUpdatePortfolioTime;

};

#pragma pack(2)

 struct ST\_MARKET\_STATUS

{

short Normal;

short Oddlot;

short Spot;

short Auction;

};

#pragma pack(2)

 struct ST\_EX\_MARKET\_STATUS

{

short Normal;

short Oddlot;

short Spot;

short Auction;

};

#pragma pack(2)

 struct ST\_PL\_MARKET\_STATUS

{

short Normal;

short Oddlot;

short Spot;

short Auction;

};

#pragma pack(2)

 struct ST\_STOCK\_ELIGIBLE\_INDICATORS

{

/\*Reserved: 5 BIT

Books Merged : 1 BIT

Minimum Fill: 1 BIT

AON: 1 BIT\*/

// in above comment used 8 bits so i am using below one byte .....

char Reserved;

char Reserved2;

};

#pragma pack(2)

 struct MS\_SYSTEM\_INFO\_DATA

{

Message\_Header header\_obj;

ST\_MARKET\_STATUS st\_obj;

ST\_EX\_MARKET\_STATUS st\_ex\_obj;

ST\_PL\_MARKET\_STATUS st\_pl\_obj;

char UpdatePortfolio;

int MarketIndex;

short DefaultSettlementPeriod\_normal;

short DefaultSettlementPeriod\_spot;

short DefaultSettlementPeriod\_auction;

short CompetitorPeriod;

short SolicitorPeriod;

short WarningPercent;

short VolumeFreezePercent;

short SnapQuoteTime;

short Reserved1;

int BoardLotQuantity;

int TickSize;

short MaximumGtcDays;

ST\_STOCK\_ELIGIBLE\_INDICATORS st\_stoc\_obj;

short DisclosedQuantityPercentAllowed;

int RiskFreeInterestRate;

};

#pragma pack(2)

 struct MS\_UPDATE\_LOCAL\_DATABASE

{

    Message\_Header header\_obj;

    int LastUpdateSecurityTime;

int LastUpdateParticipantTime;

int LastUpdateInstrumentTime;

int LastUpdateIndexTime;

char RequestForOpenOrdersMessage;

char Reserved;

    ST\_MARKET\_STATUS st\_obj;

ST\_EX\_MARKET\_STATUS st\_pl\_obj;

ST\_PL\_MARKET\_STATUS st\_ex\_obj;

};

#pragma pack(2)

 struct UPDATE\_LDB\_HEADER

{

Message\_Header header\_obj;

short Reserved1;

};

int main()

{

    cout<<sizeof(UPDATE\_LDB\_HEADER)<<endl;

    cout << "Hello world!" << endl;

    return 0;

}