



library.h

```
typedef struct {  
    size_t a;  
    char b;  
    int c;  
} MyStruct;
```



padding {

size 16
alignment 8



a: size_t

offset 0
size 8
alignment 8

b: char

offset 64
size 1
alignment 1

c: int

offset 96
size 4
alignment 4



library.bindings.hylo

```
@alignment(8) @layout(transparent)  
struct MyStruct {  
    private var storage: Int8[16]  
  
    property a: Int = { ... } // Do type  
    property b: Int = { ... } // punning here!  
    property c: Int = { ... }  
}  
    ↖ Computed properties
```