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1 Structure Member Alignment and Padding - Part I

2 Assumptions

3 Structure member alignment and padding

4 Some Rules

5 Sequential memory structure

6

# Assumptions

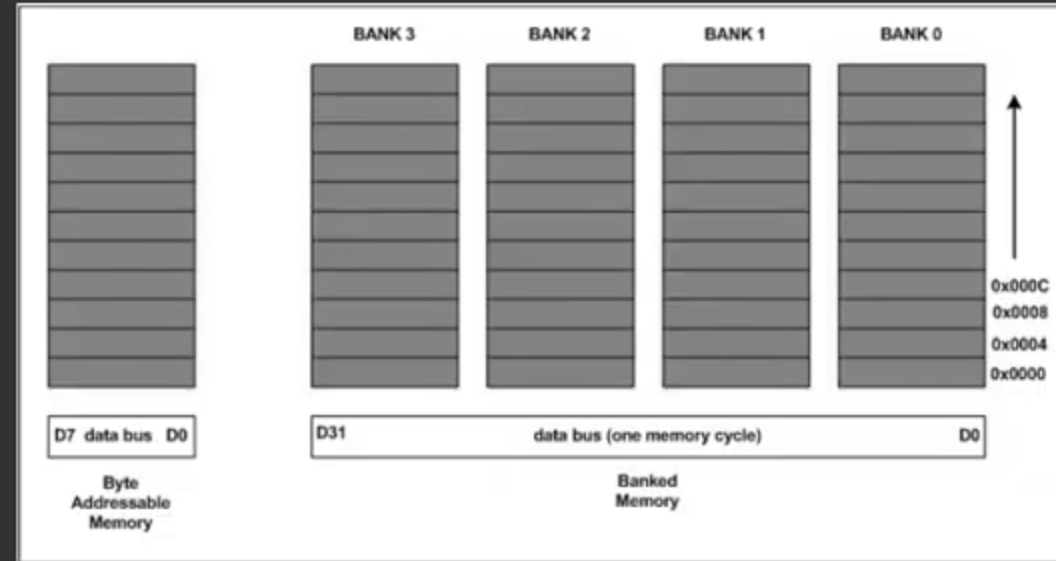
1. System or machine: (32 bit machine)
2. char (1 byte)
3. short int (2 bytes)
4. int (4 bytes)
5. double (8 bytes)

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# Structure member alignment and padding

## Memory architecture:



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1 Structure Member Alignment and Padding - Part 1

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6

# Some Rules

1. Any data type will always store its value at the address which is multiple of the size of that data type.  
Example: int will always start from 4,8,12,.....
2. any structure will take the size equal to the multiple of maximum bytes taken by a variable in that structure.

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Slide 4 of 9

Notes

6:08 PM 5/23/2019