

## Examples

1. What does the following code print out?

```
#include <stdlib.h>
#include <stdio.h>

int main(int argc, char* argv[])
{
    int x = 0x12345678;
    char *s = (char*)&x;

    // print bytes in increasing address order
    printf( "%x ", s[0] );
    printf( "%x ", s[1] );
    printf( "%x ", s[2] );
    printf( "%x ", s[3] );

    printf("\n");
    return 0;
}
```

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2. Consider the following C declarations:

```
typedef struct {
    short type;
    char name[5];
    int model;
    char color;
    float price;
} Product_Struct1;

typedef struct {
    char color;
    short type;
    short model;
    char *name;
    float price;
} Product_Struct2;

typedef union {
    unsigned int    product_id;
    Product_Struct1 one;
    Product_Struct2 two;
} Product_Union;
```

