

UN defined

- different every time

Implementation defined

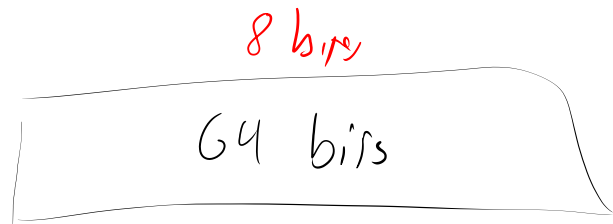
- same every run (given 1 compiler)

STRUCT { long a; double b; long c; } x; 24 bytes

foo(&x)

foo:

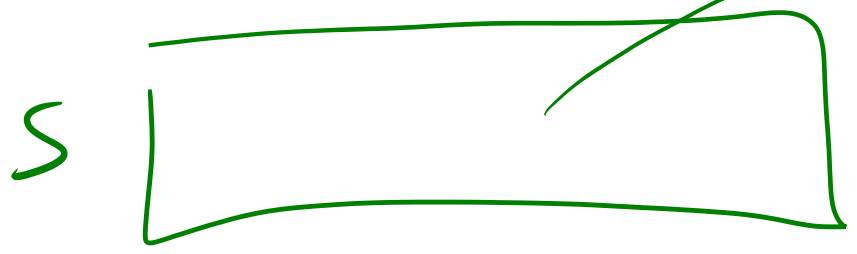
%rdi



arg. a = 13

(const char *s = "yes!")

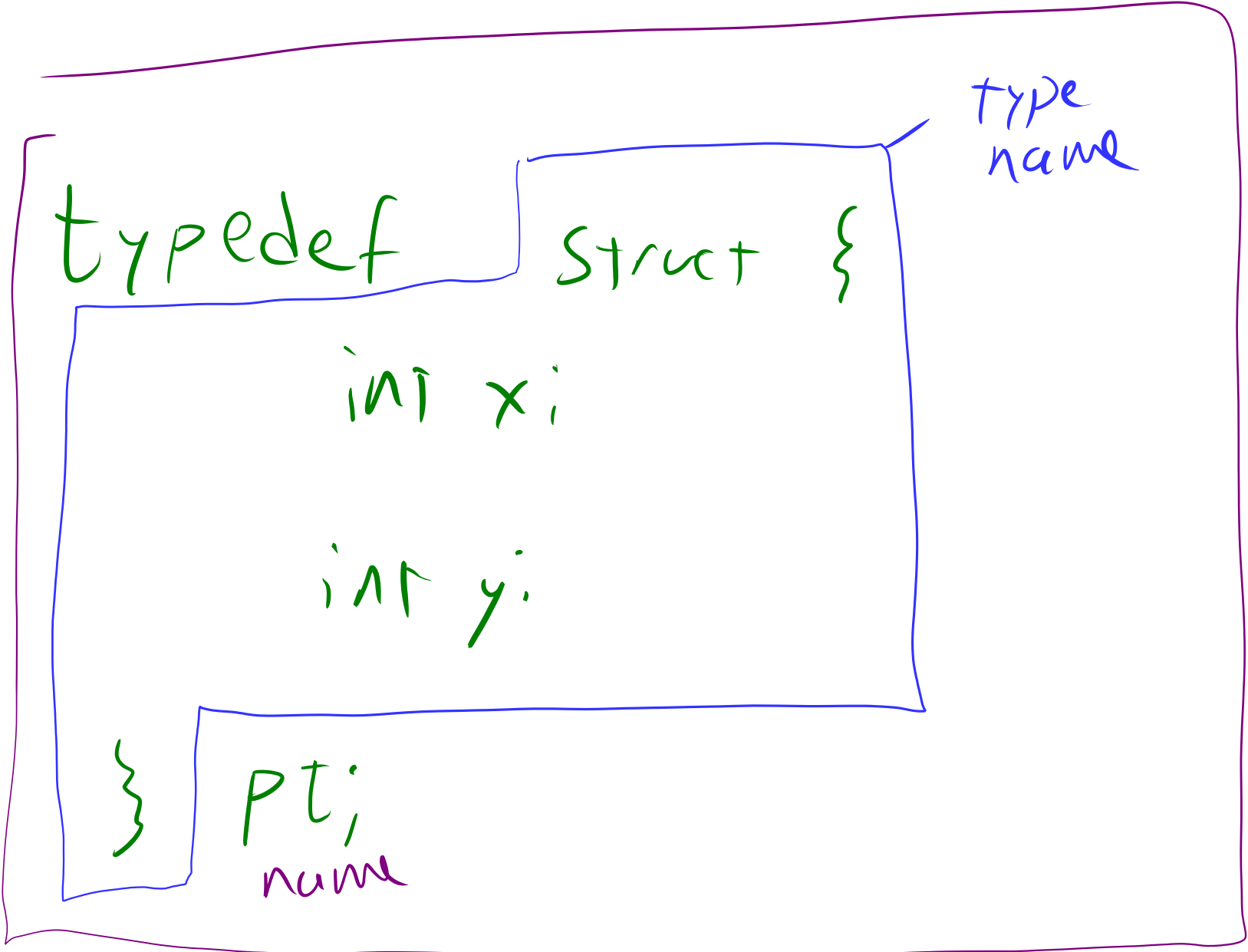
s[1] = 'i' → error



s = [] ✓

y
e
s
!
\0

read-only memory
Segment



typedef

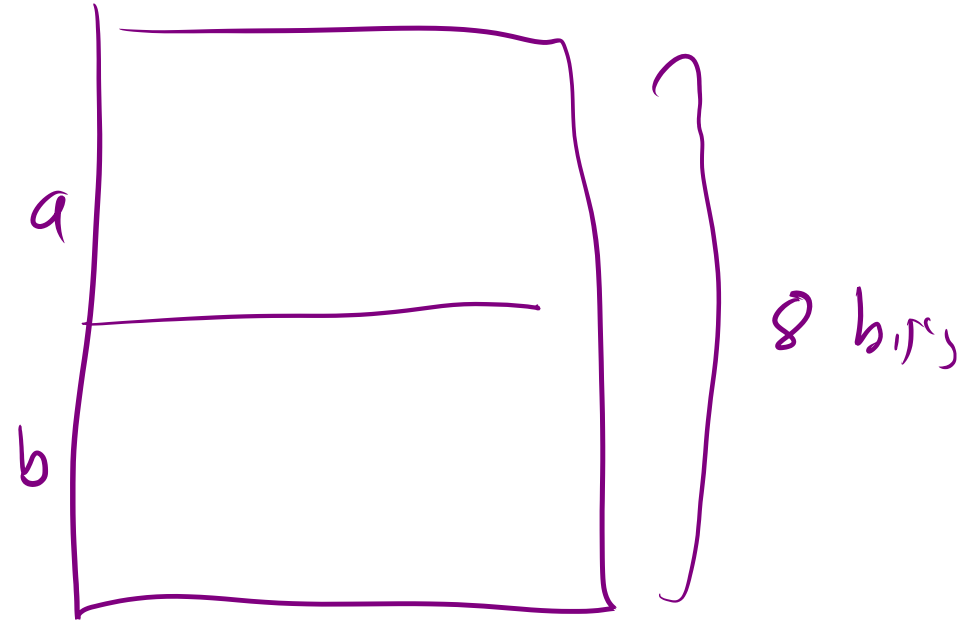
pt w = { 3, 4 }

struct {

int a;

float b;

}



union {

int a;

float b;

}

