Section Handout

Problem 1: Meet The Flintstones

Consider the following C-style `struct` definitions:

```
typedef struct rubble { // need tag name for self-reference
   int betty;
   char barney[4];
   struct rubble *bammbamm;
} rubble;

typedef struct {
   short *wilma[2];
   short fred[2];
   rubble dino;
} flintstone;
```

Accurately diagram what computer memory looks like after the following seven lines of code have executed:

```
rubble *simpsons;
flintstone jetsons[4];

simpsons = &jetsons[0].dino;
jetsons[1].wilma[3] = (short *) &simpsons;
strcpy(simpsons[2].barney, "Bugs Bunny");
((flintstone *)(jetsons->fred))->dino.bammbamm = simpsons;
*(char **)jetson[4].fred = simpsons->barney + 4;
```