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typedef struct {
    char *name;
    char suid[8];
    int numUnits;
} student;

student friends[4];
friends[0].name = friends[2].suid + 3;
friends[5].numUnits = 21;
strcpy(friends[1].suid, "4041554");
strcpy(friends->name, "Tiger Woods");
strcpy((char *) &friends[0].numUnits, (const char *) &friends[2].numUnits);
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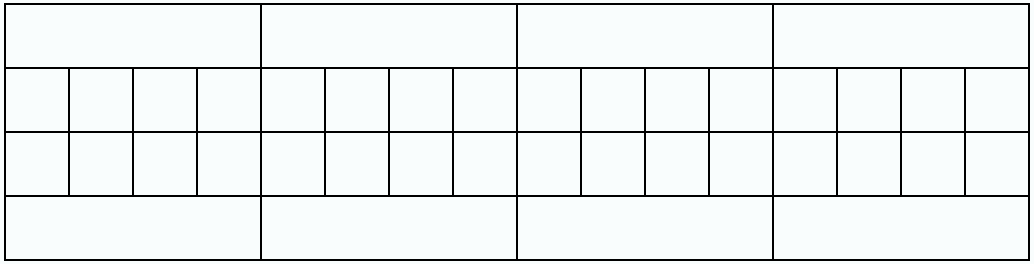

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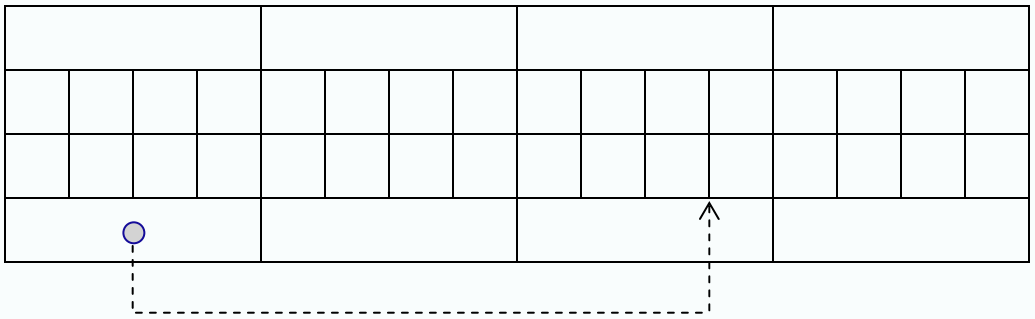

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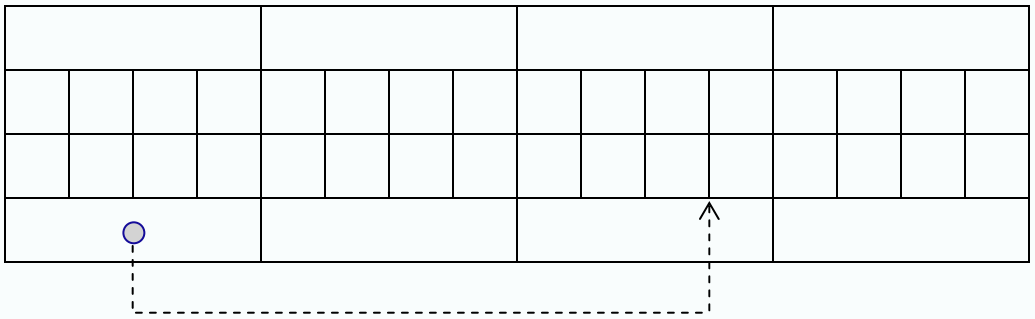

21

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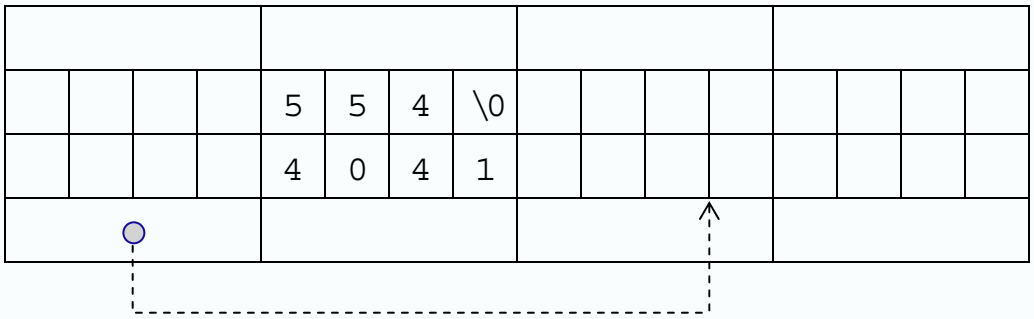

21

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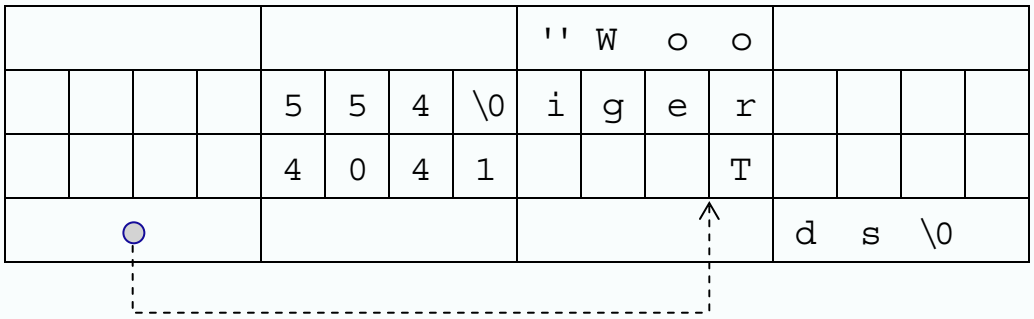

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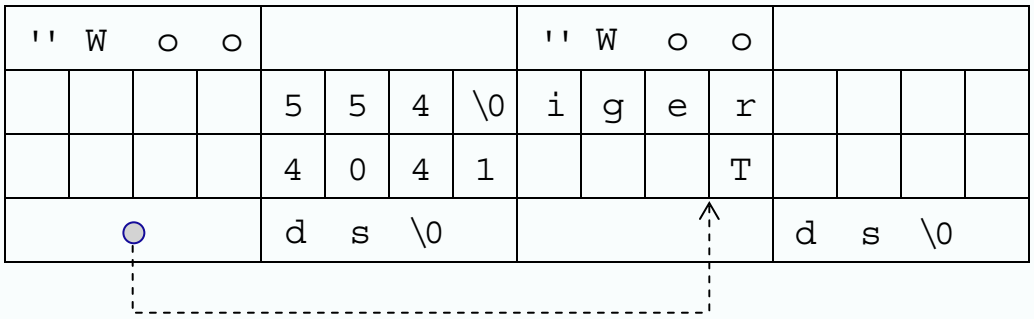
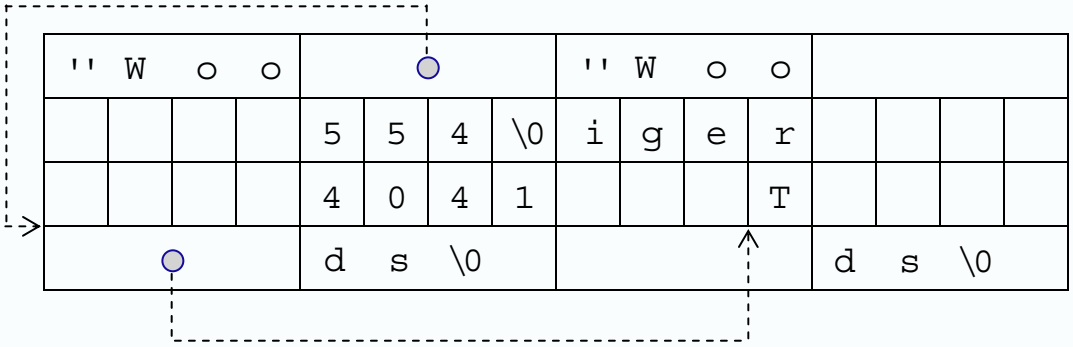


```
typedef struct {
    char *name;
    char suid[8];
    int numUnits;
} student;

typedef struct {
    int num;
    int denom;
} fraction;

student friends[4];
friends[0].name = friends[2].suid + 3;
friends[5].numUnits = 21;
strcpy(friends[1].suid, "4041554");
strcpy(friends->name, "Tiger Woods");
strcpy((char *) &friends[0].numUnits, (const char *) &friends[2].numUnits);
*(char ***)(&((fraction *)friends)[3].denom)) = &friends[0].name + 1;
```



21