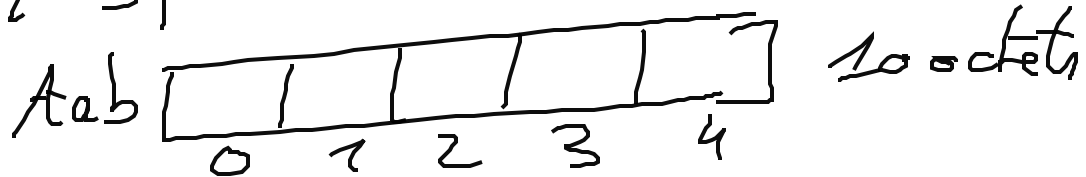
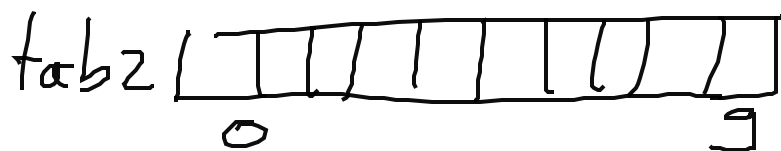


```
int tab[5];
```



```
char tab2[10];
```



```
struct fide {  
    char *nom; // champ pointeur  
    int age;  
};
```

NB: struct fide : est un type (pas une variable)  
donc n'occupe pas de place en mémoire