

Percobaan 1 : Menggunakan fungsi sizeof() untuk menentukan ukuran objek

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

```
typedef struct DataSiswa {  
    int nrp;  
    char nama[40];  
} Siswa;
```

```
main()  
{  
    int bilangan;  
    Siswa Agus;  
  
    printf("Size of bilangan is %d\n",sizeof(bilangan));  
    printf("Size of int is %d\n",sizeof(int));  
    printf("Size of Siswa is %d\n",sizeof(Siswa));  
    printf("Size of agus is %d\n",sizeof(Agus));  
    printf("Size of char is %d\n",sizeof(char));  
    printf("Size of short is %d\n",sizeof(short));  
    printf("Size of int is %d\n",sizeof(int));  
    printf("Size of long is %d\n",sizeof(long));  
    printf("Size of float is %d\n",sizeof(float));  
    printf("Size of double is %d\n",sizeof(double));  
}
```