struct

<code c>

#include <stdio.h> #include <string.h> #define LEN 14 #define uint16_t unsigned short int #define uint8_t unsigned char typedef struct{

```
uint16_t Head;
uint8_t  SourceID;
uint8_t  DestinationID;
uint8_t  Command;
uint8_t  Data[7];
uint16_t Tail;
```

}FrameInfo_TypeDef;

unsigned char gFrameInfo[LEN]; unsigned char buffer[LEN];

int main(int argc, char *argv[]) { *FrameInfo_TypeDef* sFrameInfo = (FrameInfo_TypeDef*)gFrameInfo; unsigned int i = 0; for(;i<LEN;i++) { buffer[i] = i; } memset(gFrameInfo, 0, LEN); memcpy(gFrameInfo, buffer, LEN); // sFrmameInfo = (FrameInfo_TypeDef*)&gFrameInfo;

```
for(i=0; i<LEN; i++)
{
    printf("gFrame[%d] = %d \r\n.", i, gFrameInfo[i]);
}
printf("sFrameInfo.Head = %d\r\n", sFrameInfo->Head);
printf("sFrameInfo.SourceID = %d\r\n", sFrameInfo->SourceID);
printf("sFrameInfo.DestinationID = %d\r\n", sFrameInfo->DestinationID);
printf("sFrameInfo.Command = %d\r\n", sFrameInfo->Command);
for(i=0; i<7; i++)
{
    printf("sFrameInfo.Data[%d] = %d \r\n.", i, sFrameInfo->Data[i]);
}
printf("sFrameInfo.Tail = %d\r\n", sFrameInfo->Tail);
printf("Hello C-Free!\n");
return 0;
```

} </code>