struct node
{
    short s1;
    int i;
    short s2;
}

struct node nodes[2];

s1 \rightarrow 10 - 13
i \rightarrow 14
struct node
{
    int i;
    short s1;
    short s2;
}

8 bytes

No space is wasted!
Stack Smashing

```
caller
```

```
org2
org1
ret addr
```

```
Saved SP, EBP
locals
```

```
chan a[4];
```

```
a[0] ... a[87]
```

```
a[5] = .1
```

bad addr