1) 7.1.1:

A *structure* represents a collection of ~~variable~~ data types that can be referenced ~~using the structure name~~ as a whole or the individual data types that make up the structure can be referenced by name. By default, structures are unpacked, meaning that there is ~~no defined representation on how each variable in the collection is stored~~ an implementation-dependent packing of the data types. Unpacked structures can contain any ~~variable~~ data type.

2) 7.1.2:

A *union* is a data type that represents a single piece of storage ~~which can store one of any variable type~~ which can be accessed using one of the named member data types. Only one ~~variable type can be in a union at one time~~ of the data types in the union can be used at a time. By default, a union is unpacked, meaning there is no required representation for how members of the union are stored. Dynamic types and chandle types can only be used in tagged unions.

3) In 7.6.10:

Change:

The conversion parses ~~Verilog syntax~~ for real constants.

TO:

The conversion parses ~~Verilog syntax for~~ real constants.