Stack | ↓ | Higher address

grow
in
opposite
dirn | Heap | ↑ | lower address

Base address & offsets

E.g   C code,

$$a = b + c;$$

int a, b, c, d[10]
main()
{
  a = b + c
  d[3] = d[2] + a;
}

Let's say prog. had 250 instructions,
4 bytes each

code region
eats 1000 bytes
of space