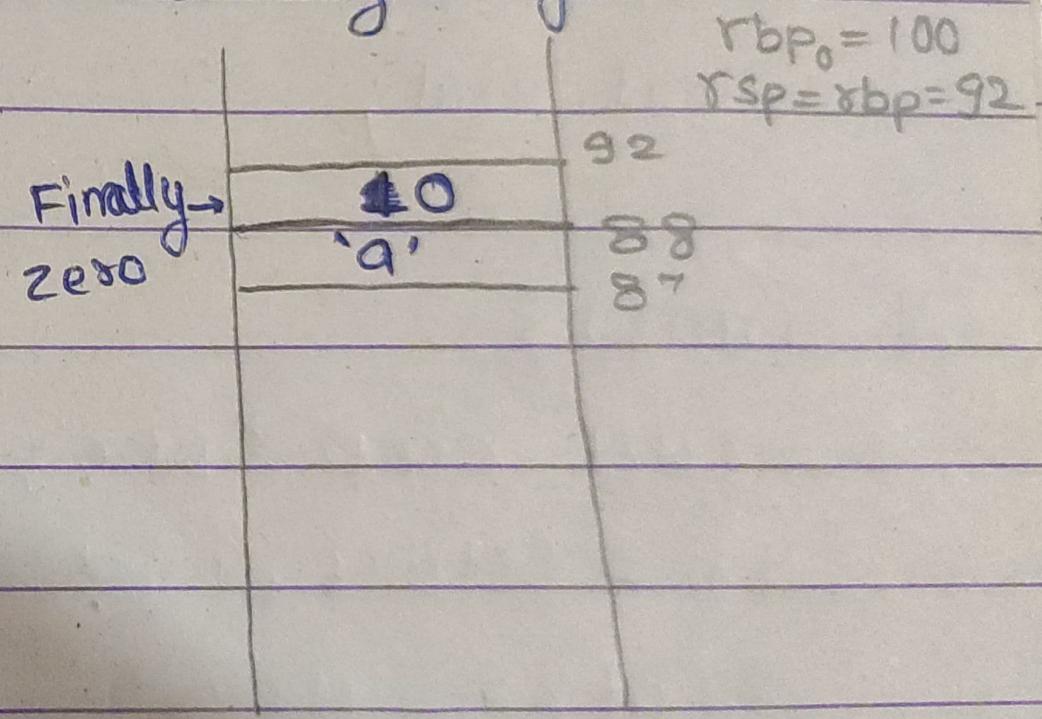
Code - hello.c

```
#include <stdio.h>
int main () {
    int i = 1;
    char a = 'a';
    while(i)
        i--;
    return 0;
}
```

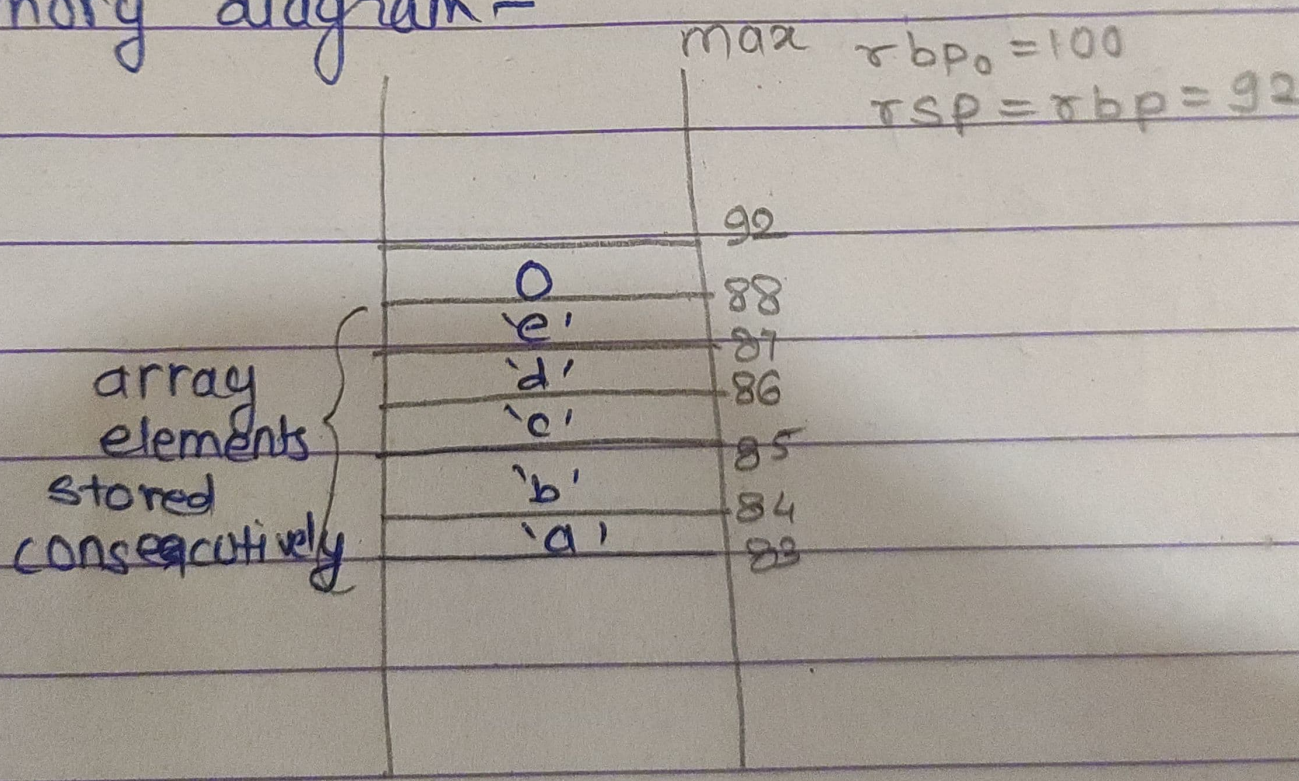
— Memory layout



Code- arr.c -

```
#include<stdio.h>
int main(){
    char arr[5] = {'a','b','c','d','e'};
    int i=0;
    return 0;
}
```

Memory diagram-



code - structures.c -

```
struct name{
    int i;
    char c;
};
int main() {
    struct name n1, n2;
    n1.i = 1;
    n1.ch = 'a';
    n2.i = 2;
    return 0;
}
```

Memory layout