```c
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>

int *numbers = NULL;
int numbers_size = 0;

int main() {

    numbers = (int*)malloc(10 * sizeof(int));
    numbers_size = 10;
    numbers[0] = 999;

    printf("hello: %d\n", getpid());

    int result = fork();

    char *owner = "parent";
    if (result == 0){
        printf("I am the child: %d\n", getpid());
        owner = "child";
        printf("%s: numbers_size: %d\n", owner,
         numbers_size);
        printf("%s: numbers[0]: %d\n", owner, numbers[0]);
        free(numbers);
        return 0; // terminate program
    } else {
        usleep(10);
        printf("I am the parent: %d\n", getpid());
        printf("%s: numbers_size: %d\n", owner,
         numbers_size);
        printf("%s: numbers[0]: %d\n", owner, numbers[0]);
        numbers[0] = 876;
        printf("%s: numbers[0]: %d\n", owner, numbers[0]);
        free(numbers);
    }

    printf("%s world: %d\n", owner, getpid());

    return 0; // terminate program
}
```