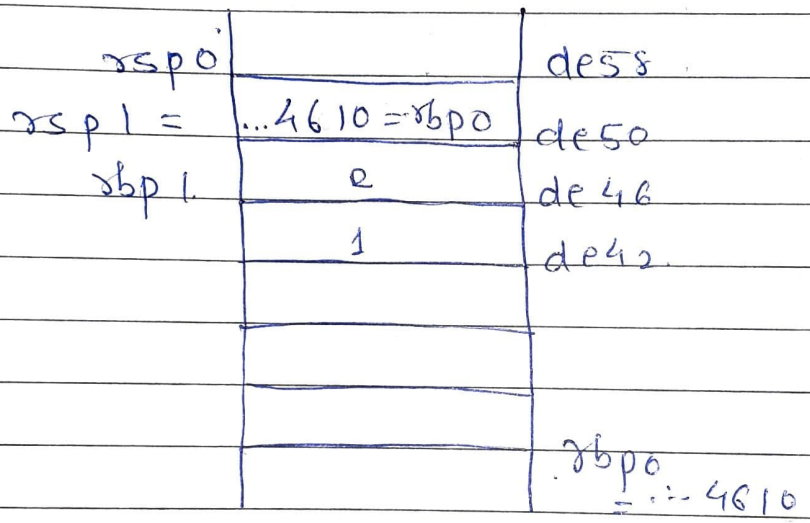
Memory layout diagrams.

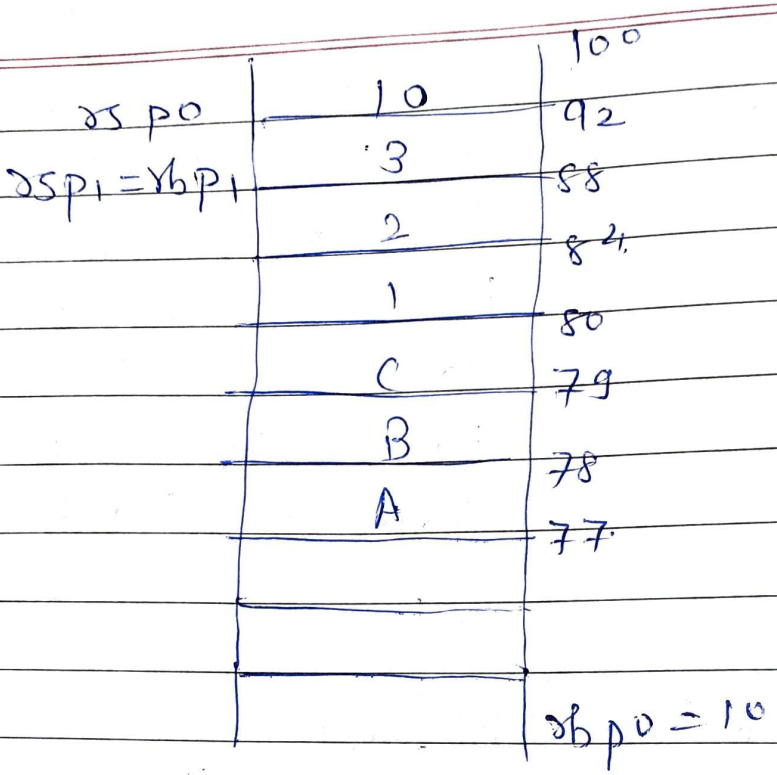
①
```
#include <stdio.h>
int main() {
    int a = 1;
    int b = 2;
    return 0;
}
```

```
45fa <+0>:  push %rbp
45fb <+1>:  mov %rsp,%rbp
45fe <+4>:  movl $0x1,-0x8(%rbp)
4605 <+11>: movl $0x2,-0x4(%rbp)
460c <+18>: mov $0x0,%eax
4611 <+23>: pop %rbp
4612 <+24>: retq
```



②
```
#include <stdio.h>
int main() {
    int i = 1;
    int j = 2;
    int k = 3;
    char ch1 = 'A';
    char ch2 = 'B';
    char ch3 = 'C';
    return 0;
}
```

```
05fa <+0>:  push %rbp
05fb <+1>:  mov %rsp,%rbp
05fe <+4>:  movl $0x1,-0xc(%rbp)
0605 <+11>: movl $0x2,-0x8(%rbp)
060c <+18>: movl $0x3,-0x4(%rbp)
0613 <+25>: movl $0x41,-0xf(%rbp)
0617 <+29>: movb $0x42,-0xe(%rbp)
061b <+33>: movb $0x43,-0xd(%rbp)
061f <+37>: mov $0x0,%eax
0624 <+42>: pop %rbp
0625 <+43>: retq
```


esp0
esp1 = ebp1
10
3
2
1
C
B
A
100
92
88
84
80
79
78
77
ebp0 = 10