```
int i = 1;
float f = 1.5;
int* p = &i;
int s[] = {-1, 0, 1};
```

		. . .		
.bss	0x2_0017		00	i
	0x2_0016		00	
	0x2_0015		00	
	0x2_0014		00	
.data	0x2_0013		00	s[2]
	0x2_0012		00	
	0x2_0011		00	
	0x2_0010		01	
	0x2_000f		00	s[1]
	0x2_000e		00	
	0x2_000d		00	
	0x2_000c		00	
	0x2_000b		ff	s[0]
	0x2_000a		ff	
	0x2_0009		ff	
	0x2_0008		ff	
	0x2_0007		00	p
	0x2_0006		02	
	0x2_0005		00	
	0x2_0004		14	
	0x2_0003		3f	f
	0x2_0002		c0	
	0x2_0001		00	
	0x2_0000		00	
		. . .		

Variable	Size (bytes)	Address	Alignment	Content
i	4	0x2_0014	aligned	00 00 00 01
f	4	0x2_0000	aligned	3f c0 00 00
p	4	0x2_0004	aligned	00 02 00 14
s	12			
s[0]	4	0x2_0008	aligned	ff ff ff ff
s[1]	4	0x2_000c	aligned	00 00 00 00
s[2]	4	0x2_0010	aligned	00 00 00 01

```
int a = 23;
long long b = 23;
char c;
int s[5] = {1, 4, 8};
```

.bss	0xb_0020	00	c
.data	0xb_001f	00	s[4]
	0xb_001e	00	
	0xb_001d	00	
	0xb_001c	00	
	0xb_001b	00	s[3]
	0xb_001a	00	
	0xb_0019	00	
	0xb_0018	00	
	0xb_0017	08	s[2]
	0xb_0016	00	
	0xb_0015	00	
	0xb_0014	00	
	0xb_0013	04	s[1]
	0xb_0012	00	
	0xb_0011	00	
	0xb_0010	00	
	0xb_000f	01	s[0]
	0xb_000e	00	
	0xb_000d	00	
	0xb_000c	00	
	0xb_000b	17	b
	0xb_000a	00	
	0xb_0009	00	
	0xb_0008	00	
	0xb_0007	00	
	0xb_0006	00	
	0xb_0005	00	
	0xb_0004	00	
	0xb_0003	17	a
	0xb_0002	00	
	0xb_0001	00	
	0xb_0000	00	
	. . .		

```
int *a;
long long b = 23;
wchar c;
int s[5] = {1, 4, 8};
```

		. . .	
.stack	0xf_1fff	??	a
	0xf_1ffe	??	
	0xf_1ffd	??	
	0xf_1ffc	??	
	0xf_1ffb	00	b
	0xf_1ffa	00	
	0xf_1ff9	00	
	0xf_1ff8	00	
	0xf_1ff7	00	
	0xf_1ff6	00	
	0xf_1ff5	00	
	0xf_1ff4	17	
	0xf_1ff3	??	c
	0xf_1ff2	??	
	0xf_1ff1	00	s[4]
	0xf_1ff0	00	
	0xf_1fef	00	
	0xf_1fee	00	
	0xf_1fed	00	s[3]
	0xf_1fec	00	
	0xf_1feb	00	
	0xf_1fea	00	
	0xf_1fe9	00	s[2]
	0xf_1fe8	00	
	0xf_1fe7	00	
	0xf_1fe6	08	
	0xf_1fe5	00	s[1]
	0xf_1fe4	00	
	0xf_1fe3	00	
	0xf_1fe2	04	
	0xf_1fe1	00	s[0]
	0xf_1fe0	00	
	0xf_1fef	00	
	0xf_1fee	01	
		. . .	

```
a dw 256
c db '0'
s dw 1,2,3
```

	. . .		
	0x2008	00	s[2]
	0x2007	03	
	0x2006	00	s[1]
	0x2005	02	
.data	0x2004	00	s[0]
	0x2003	01	
	0x2002	30	c
	0x2001	01	a
	0x2000	00	
	. . .		

```
int a = 256;
char c = '0';
int s[3] = {1, 2, 3};
```

	. . .		
	0x4401	01	a
	0x4400	00	
	0x43ff	30	c
	0x43fe	??	
	0x43fd	00	s[2]
.stack	0x43fc	03	
	0x43fb	00	s[1]
	0x43fa	02	
	0x43f9	00	s[0]
	0x43f8	01	
	. . .		