

```

int i = 1;
int i2;
float f = 1.5;
char c = 'a';
int* p = &i;
int s[] = {-1, 0, 1};

```

. . .				
.bss		00	i2	
	0x2_001f	00		
	0x2_001e	00		
	0x2_001d	00		
	0x2_001c			
	0x2_001b			
	0x2_001a			
.data	0x2_0018	00	s[2]	
	0x2_0017	00		
	0x2_0016	00		
	0x2_0015	01		
	0x2_0014	00	s[1]	
	0x2_0013	00		
	0x2_0012	00		
	0x2_0011	00		
	0x2_0010	ff	s[0]	
	0x2_000f	ff		
	0x2_000e	ff		
	0x2_000d	ff		
	0x2_000c	00	p	
	0x2_000b	02		
	0x2_000a	00		
	0x2_0009	00		
	0x2_0008	64	c	
	0x2_0007	3f	f	
	0x2_0006	c0		
	0x2_0005	00		
	0x2_0004	00		
	0x2_0003	00	i	
	0x2_0002	00		
	0x2_0001	00		
	0x2_0000	01		
	. . .			

Variable	Size (bytes)	Address	Alignment	Content
i	4	0x2_0000	aligned	00 00 00 01
f	4	0x2_0004	aligned	3f c0 00 00
p	4	0x2_0008	aligned	00 02 00 00
s	12			
s[0]	4	0x2_000c	aligned	ff ff ff ff
s[1]	4	0x2_0010	aligned	00 00 00 00
s[2]	4	0x2_0014	aligned	00 00 00 01
c	1	0x2_0018	aligned	00

```

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	
	0xb_001a	00	s[3]
	0xb_0019	00	
	0xb_0018	00	
	0xb_0017	08	
	0xb_0016	00	s[2]
	0xb_0015	00	
	0xb_0014	00	
	0xb_0013	04	
	0xb_0012	00	s[1]
	0xb_0011	00	
	0xb_0010	00	
	0xb_000f	01	
	0xb_000e	00	s[0]
	0xb_000d	00	
	0xb_000c	00	
	0xb_000b	17	
	0xb_000a	00	b
	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	??	s[4]
	0xf_1ff0	??	
	0xf_1fef	??	
	0xf_1fee	??	
	0xf_1fed	??	s[3]
	0xf_1fec	??	
	0xf_1feb	??	
	0xf_1fea	??	
	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	
. . .			