

memory

address:	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
value:	?				?	1	2	3	0	0	?				?

```
int main(){
    int a[5];
    int b[3] = {1, 2, 3};
    int c[2] = {};
    cout << a[3] << endl << b[2] << endl << c[0] << endl;
}
```

no initialization

explicit initialization

default initialization