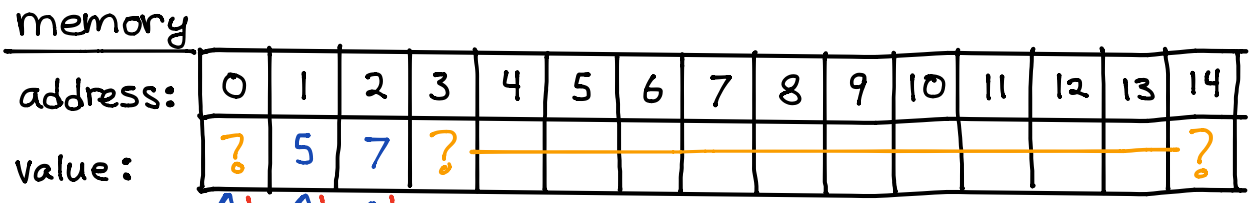
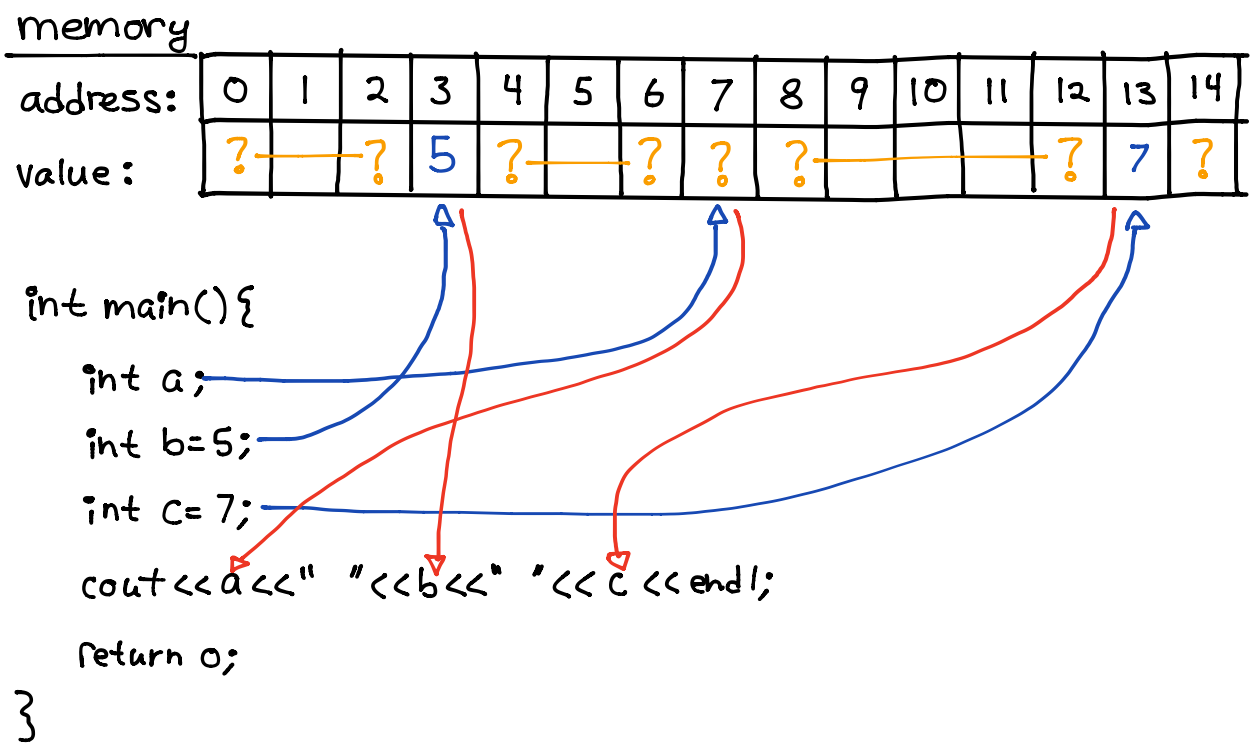
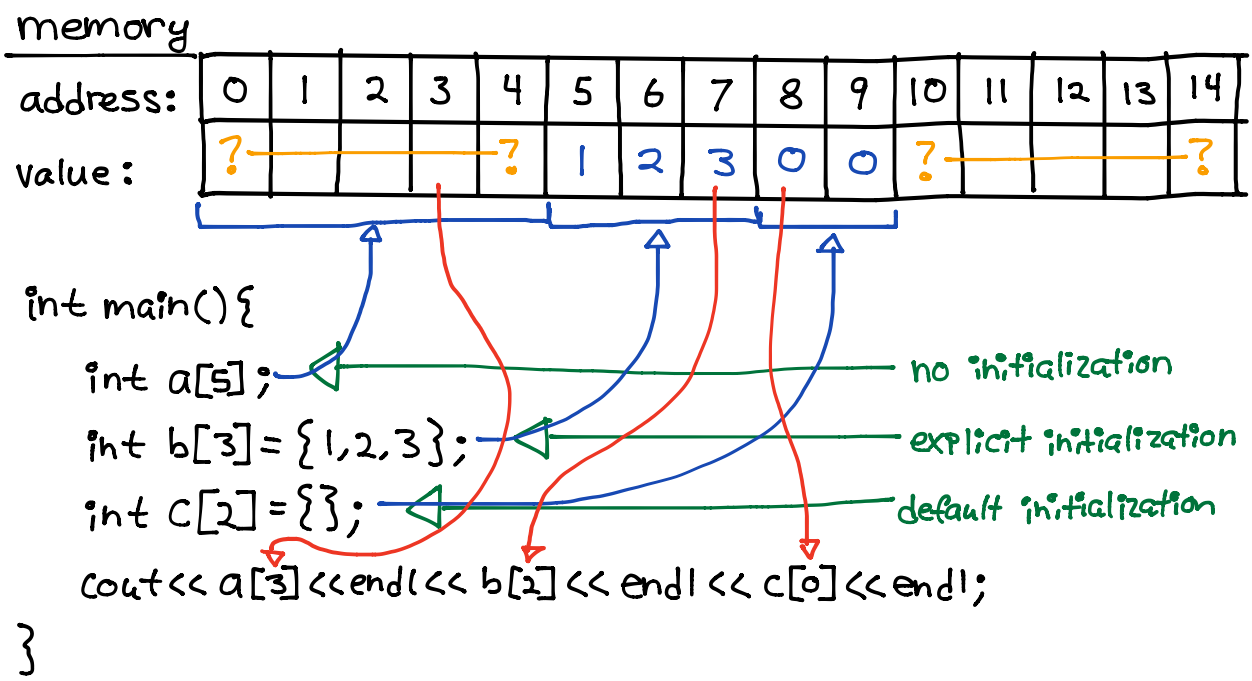
memory

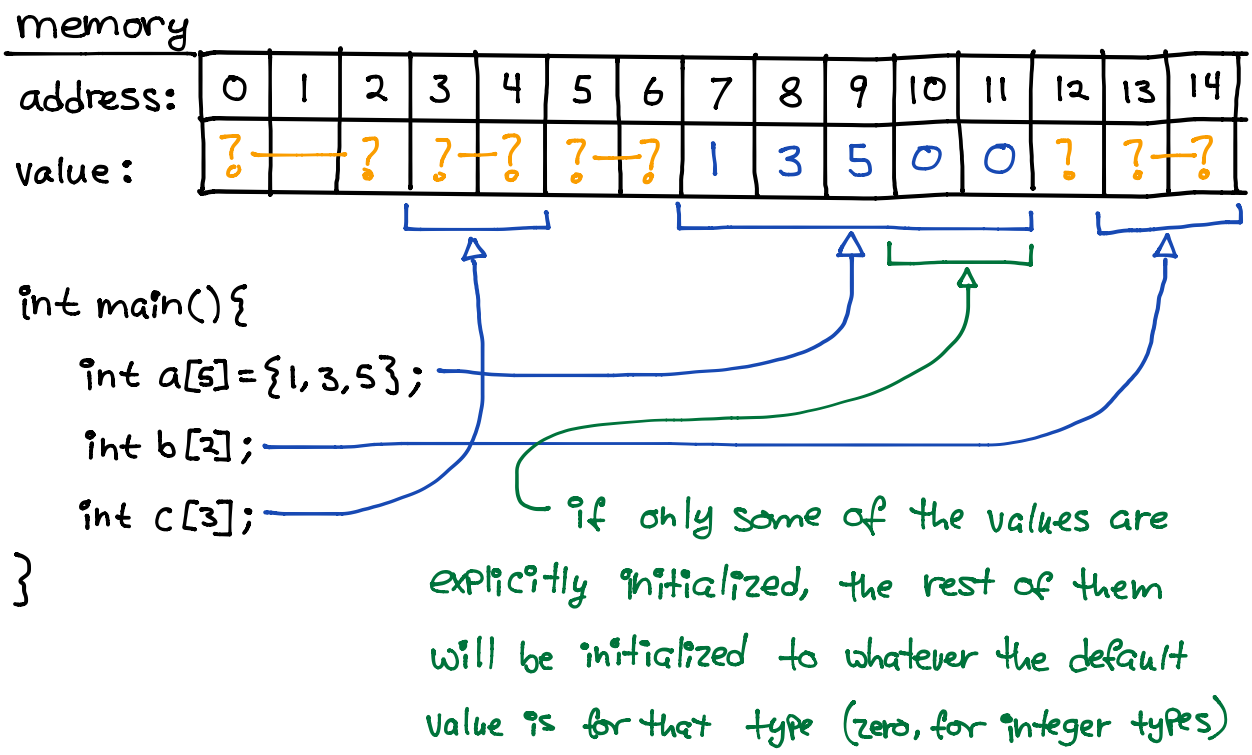
address:	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
value:															




```
int main(){
    int a;
    int b=5;
    int c= 7;
    cout<<a<<" "<<b<<" "<< c <<endl;
    return 0;
}
```


memory
address:
value:
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
? ? 5 ? ? ? ? 7 ?
int main(){
int a;
int b=5;
int c= 7;
cout<<a<<" "<<b<<" "<<c<<endl;
return 0;
}


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


memory
address: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
value: ? ? ? ? ? ? 1 3 5 0 0 ? ? ?
int main(){
int a[5]={1,3,5};
int b[2];
int c[3];
}
if only some of the values are explicitly initialized, the rest of them will be initialized to whatever the default value is for that type (zero, for integer types)