

C to assembly:

```
static int foo[3];
```

```
foo:
```

```
.word 0x0
```

```
.word 0x0
```

```
.word 0x0
```

```
static char bar[4];
```

```
bar:
```

```
.byte: 0x0, 0x0, 0x0, 0x0
```

```
char barfoo;
```

```
barfoo:
```

```
.byte: 0x0
```