

```
1  #include "reg51.h"
2  idata int a _at_ 0xc0;
3  xdata float b _at_ 0x0050;
4  data char c _at_ 0x60;
5  void main()
6  {
7      a=0x40;
8      b=100.0;
9      c=0xff;
10 }
```