


Memory in C

```
int parse_int(char *string);
```

```
char level[3][4] = {  
    {'#', '#', '#'},  
    {'%', '.', '#'},  
    {'#', 'P', '!'},  
    {'#', '#', '#'}  
};
```

```
int score = 0;
```

```
int main(int argc, char *argv[])  
{  
    int player_x = 1;  
    int player_y = 2;  
  
    int *pointer_to_score = &score;  
  
    int window_width = parse_int(argv[1]);  
  
    return 0;  
}
```

char	1 Byte	(8 bits)
int	4 Bytes	(32 bits)
*	8 Bytes	(64 bits)
	Garbage	

