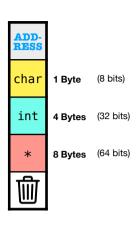
## Memory in C

```
int parse_int(char *string);
char level[3][4] = {
};
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;
```



```
1#1
100
108
          0 (score)
116
          2 (argc)
200
                    300 (argv)
208
        1 (player_x)
                             2 (player_y)
216
             116 (pointer to score)
224
     1024 (window width)
                  416 (argv[0])
300
                  440 (argv[1])
316
416
```