Memory in C

```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;
}
```

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

100	'#'	'#'	'#'	'%'	'.'	'#'	'#'	'P'
108	'!'	'#'	'#'	'#'				
116	0 (score)						

200	2 (argc)
208	300 (argv)
216	1 (player_x) / 2 (player_y)
224	116 (pointer_to_score)
232	1024 (window_width)

300	416 (argv[0])
308	440 (argv[1])
316	

416	'g'	'a'	'm'	'e'	'.'	'e'	'x'	'e'
424	'\0'							

440	'1'	'0'	'2'	'4'	'\0'