stack-local var
parameter

int 4 bytes
pointer 8 bytes
char 1 bytes

Pointer Example

```
#include <stdio.h>

int main() {
    int num = 40;
    int *pt;

    pt = &num;
    int *anotherpt = &num;

    *pt = 30;           30
    printf("%d\n", *anotherpt);

    return 0;
}
```

address of

type

Section	Address	Value	Label
stack frame for main	0x248	40 30	num
	0x24c		pt.
	0x250	0x248.	
	0x254		anotherpt
	0x258	0x248	
	0x25c		
	0x260		

int *pt;
int x = *pt;   dereference