```c
#include<stdio.h>

int main(void)
{
    int a = 1966;
    char b = 'A';
    float c = 3.1415926;
    int   *a_ptr = &a; /* a pointer to an integer */
    char  *b_ptr = &b; /* a pointer to a  char    */
    float *c_ptr = &c; /* a pointer to a  float   */

    printf("&a = %p, sizeof(a) = %ld\n", a_ptr, sizeof(a));
    printf("&b = %p, sizeof(b) = %ld\n", b_ptr, sizeof(b));
    printf("&c = %p, sizeof(c) = %ld\n", c_ptr, sizeof(c));
    return 0;
}
```