```
1 /* https://stackoverflow.com/questions/12687274/size-of-stack-and-heap-memory */
  #include <stdlib.h>
 #include <stdio.h>
4 #include <unistd.h>
   void check(int depth, char a) {
       char b[1024*1024]:
       char *ptr = malloc(1);
       printf("heap at %p\n", ptr);
           printf("\&b: %p\n", \&b);
10
       printf("&depth: %p, depth: %d\n", &depth,depth);
11
           printf("\&a: %p\n\n", \&a);
12
       if (depth <= 0) return;</pre>
13
       check(depth-1,a);
14
15
16
   int main() {
           printf("&main: %p\n", &main);
18
           printf("&check: %p\n\n", &check);
19
       check(3, 'a');
           getchar();
21
       return 0;
22
```