

```
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;
}
```