```c
1   #include<stdio.h>
2
3   int main(void)
4   {
5       int a = 1966;
6       char b = 'A';
7       float c = 3.1415926;
8       int   *a_ptr = &a; /* a pointer to an integer */
9       char  *b_ptr = &b; /* a pointer to a  char    */
10      float *c_ptr = &c; /* a pointer to a  float   */
11
12      printf("&a = %p, sizeof(a) = %ld\n", a_ptr, sizeof(a));
13      printf("&b = %p, sizeof(b) = %ld\n", b_ptr, sizeof(b));
14      printf("&c = %p, sizeof(c) = %ld\n", c_ptr, sizeof(c));
15      return 0;
16  }
```