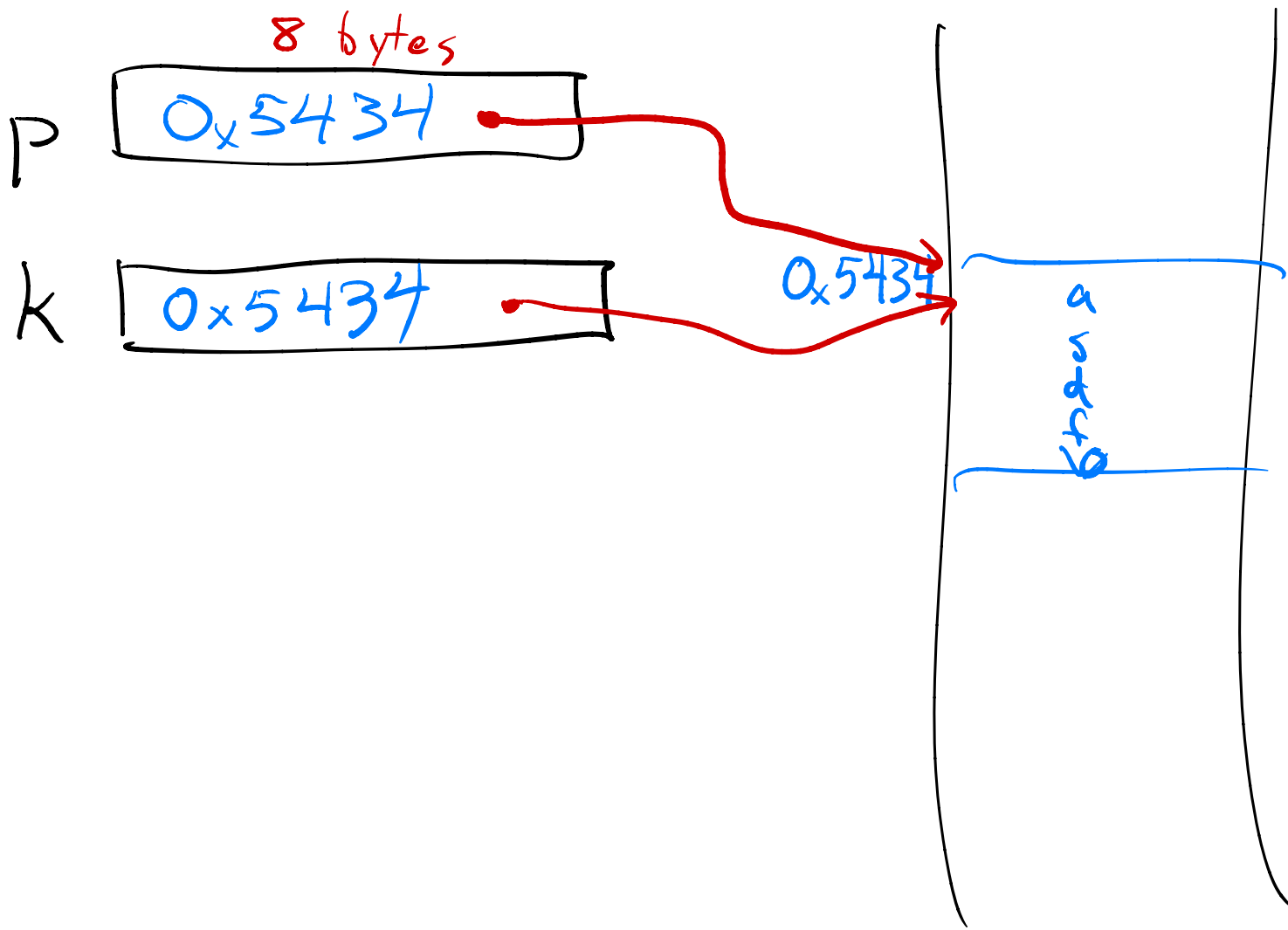
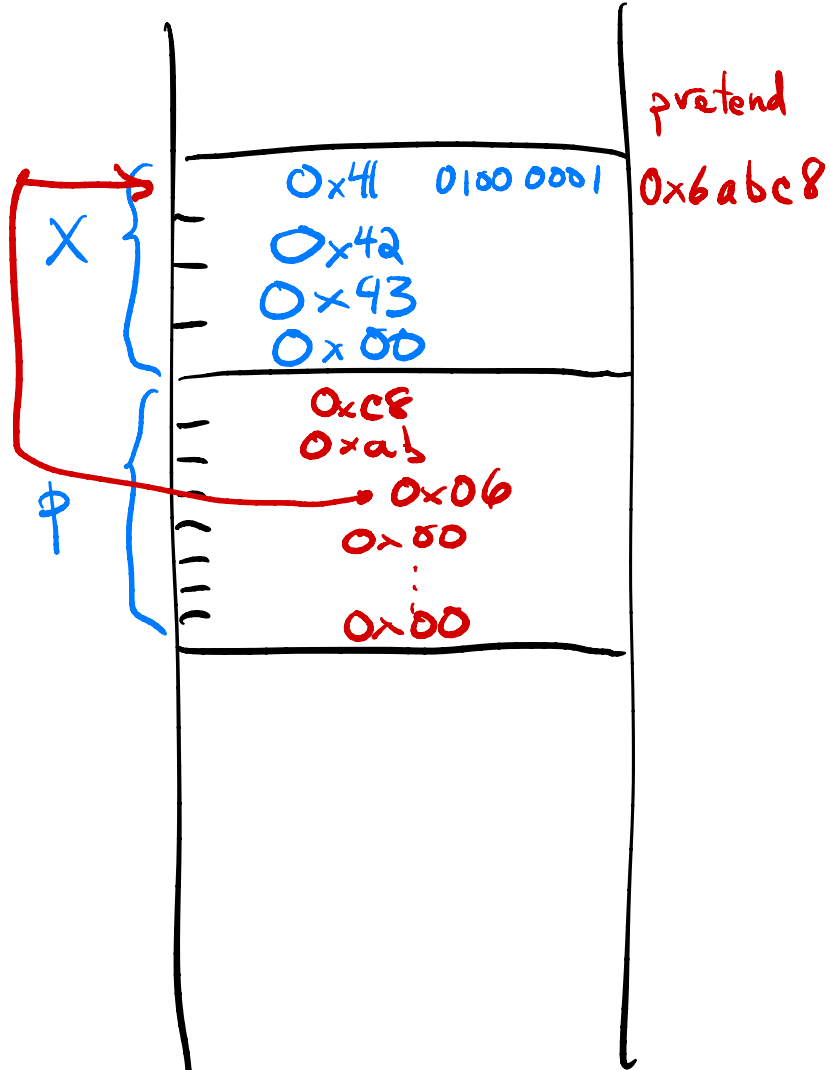


CS 208

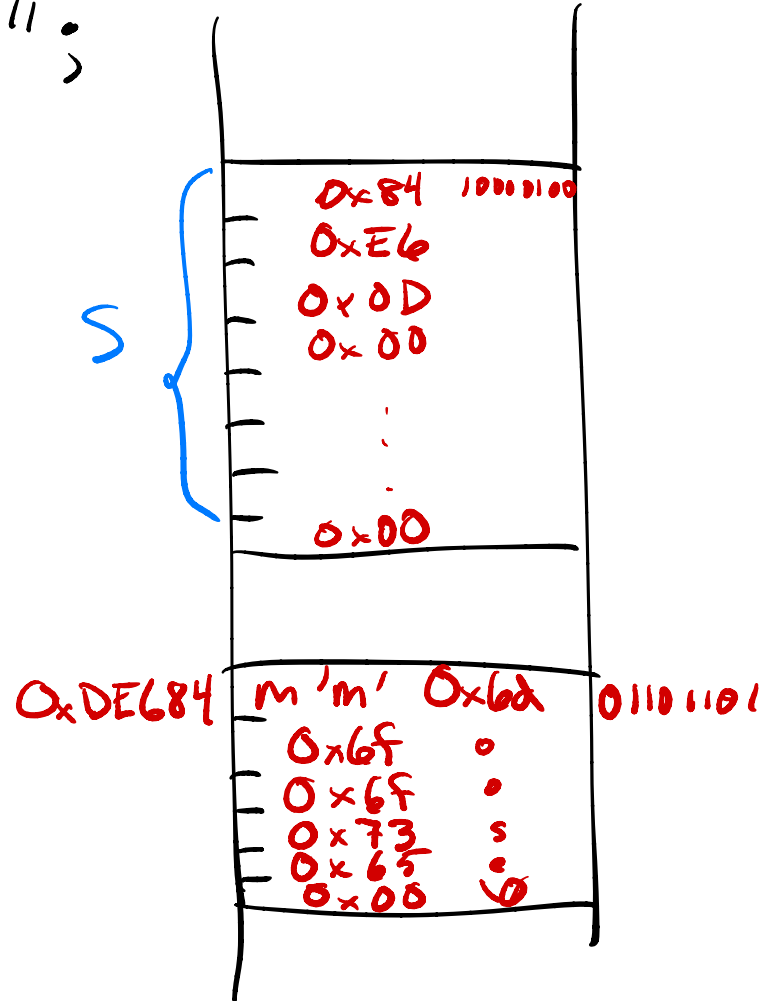
W, 8 Oct 2025





int x = 0x00434241

```
char *s = "moose";  
printf("%s", s);
```



```
int k = 53; 0x35;  
printf("%d\\n", k);
```

what bytes
get sent
to screen?

0x35 — '5'

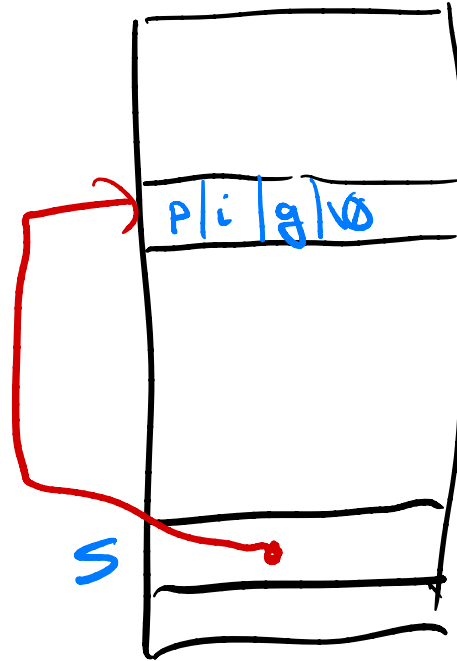
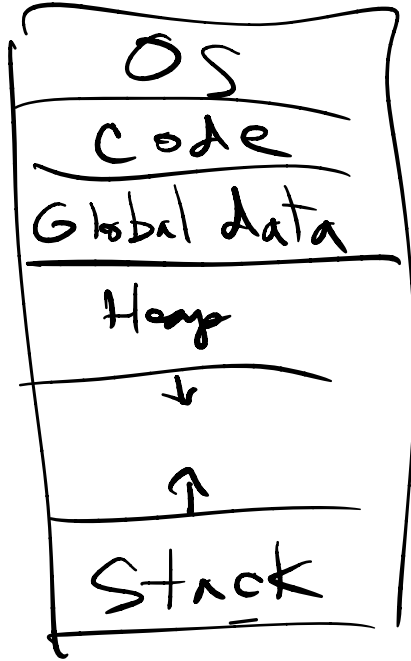
0x33 — '3'

0xDA — '\\n'

```
printf("%p", &k);
```

prints the addr of k in hex

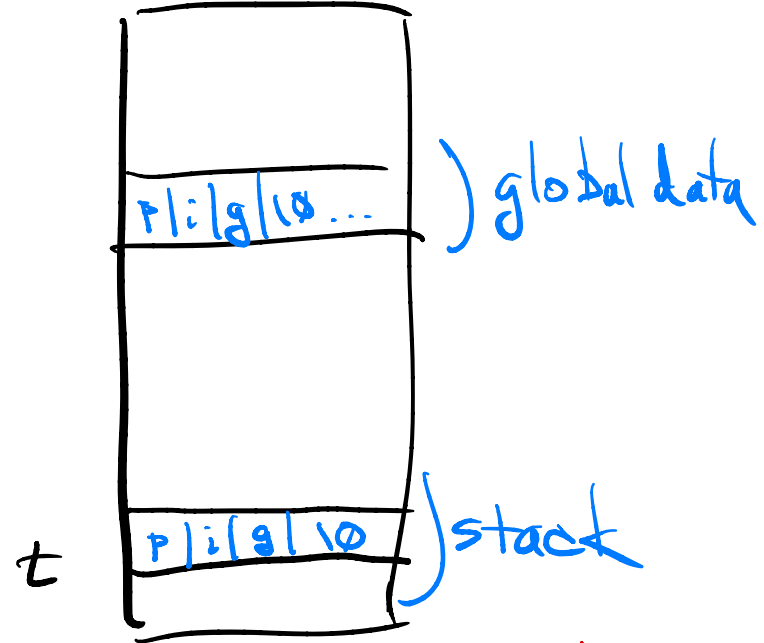
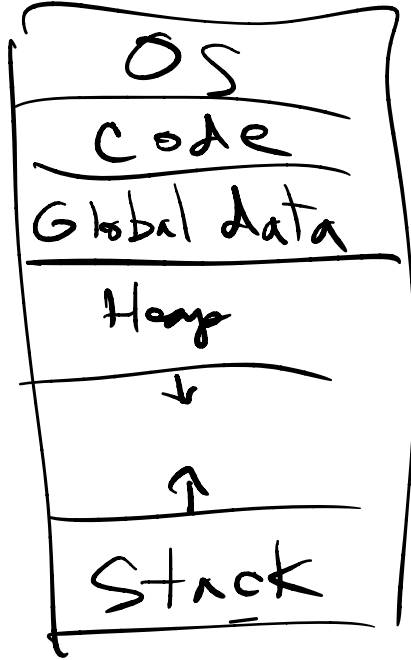
char *s = "pig";



} global data

) stack

`char t[4] = "pig";`



BUT: the symbol `t` gets treated like a char ~~*~~.

```
char *r = malloc(4);  
strcpy(r, "pig");
```

