

Memory Layout

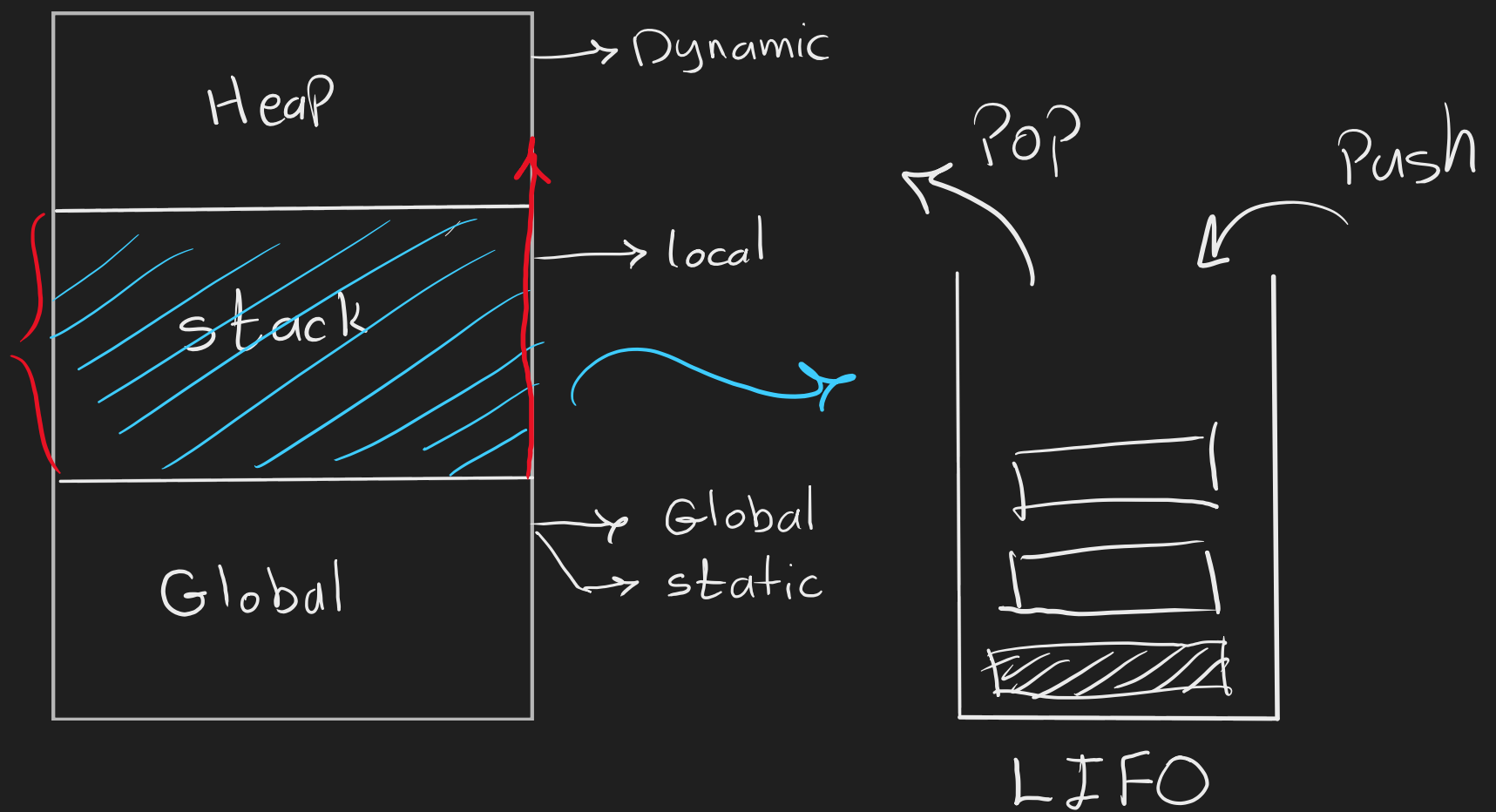
Flash (ROM)

- + Code
- + Initial Value
- + Hard Code
- + static const var
- + global const var

RAM

- + Global/Local var
- + Dynamic var (Malloc) ✓
- + Local const
- + Function Args
- + jumpback points ✓

RAM



```
void main (void)
{
    int a, b, c;
    foo();
    goo();
}
```

