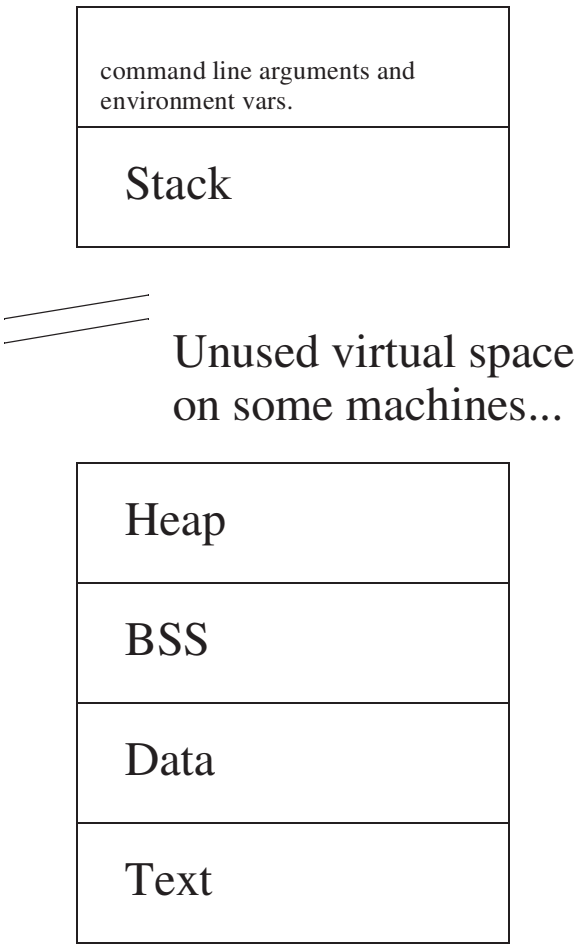
Figure 1



Stack - information with address of calling routine... args passed to routine, other frame pointers etc.

Heap - dynamic memory allocation

BSS - Block Started by Symbol - uninitialized data segment.(outside of functions)

ie int foo; float baz;

Data - initialized data (outside of functions) ie int shit = 9; char head[] = “ugh”;

Text - machine instructions - opcodes + operands (gdb is your friend!)