Mysterious pointers

#include <stdio.h>

void fun1(int a, int* b, int* c) {
    a = 1;
    *c = *b;
    fun2(&a, &c);
}

void fun2(int* s, int** t) {
    *s = 2;
    **t = 3;
    /* WHAT DOES MEMORY LOOK LIKE WHEN PROGRAM REACHES HERE?? */
}

int main() {
    int x;
    int y;
    int* z;

    x = 4;
    y = 5;
    z = &y;

    fun1(x, &x, z);
}