



<u>Location</u>	<u>Value</u>	<u>Type</u>	<u>Name</u>
0xffff00f0	→		
0xffff00e8	→		
0xffff00e0	→		
0xffff00d8	→		
0xffff00d0	→		
0xffff00c8	→		
0xffff00c0	→		
0xffff00b8	→		
0xffff00b0	→		
0xffff00a8	→		

example2.cpp

```
1 #include "Cube.h"
2
3 int main() {
4     cs225::Cube c;
5     cs225::Cube *p = &c;
6
7     return 0;
8 }
9
```