

<u>Location</u>	<u>Value</u>	<u>Type</u>	<u>Name</u>
0xffff00f0			
0xffff00e8			
0xffff00e0			
0xffff00d8			
0xffff00d0			
0xffee00f0			
0xffee00e8			
0xffee00e0			
0xffee00d8			
0xffee00d0			

```

1 #include "Cube.h"
2 using cs225::Cube;
3
4 Cube *CreateCube() {
5     Cube c(20);
6     return &c;
7 }
8
9 int main() {
10     Cube *c = CreateCube();
11     double r = c->getVolume();
12     double v = c->getSurfaceArea();
13     return 0;
14 }

```

puzzle.cpp