

heap1.cpp

```
1 #include "Cube.h"
2 using cs225::Cube;
3
4 int main() {
5     int *p = new int;
6     Cube *c = new Cube(10);
7
8     return 0;
9 }
```

<u>Location</u>	<u>Value</u>	<u>Type</u>	<u>Name</u>
0xffff00f0			
0xffff00e8			
0xffff00e0			
0xffff00d8			
0xffff00d0			

<u>Location</u>	<u>Value</u>	<u>Type</u>	<u>Name</u>
0x42048			
0x42040			
0x42038			
0x42030			
0x42028			
0x42020			
0x42018			
0x42010			
0x42008			
0x42000			