

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

main's stack frame

Cube * c

CreateCube frame

Cube c

```

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    SomeOtherFunction();
12    double v = c->getVolume();
13    double a = c->getSurfaceArea();
14    return 0;
15 }

```

puzzle.cpp