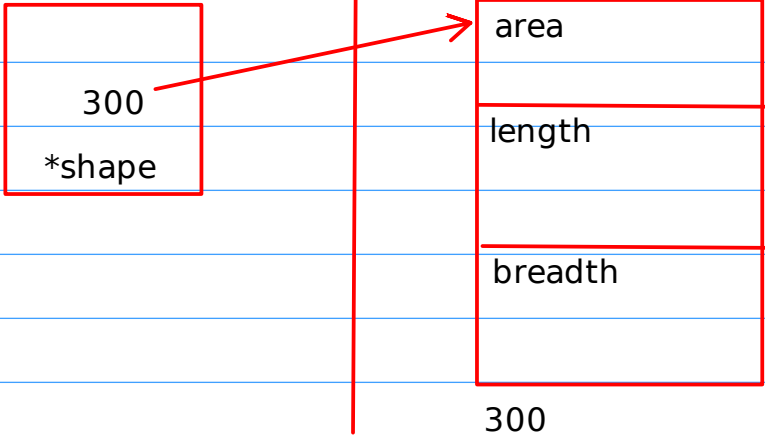


STACK

HEAP



shape -> 300

\*shape -> rect obj

STACK

