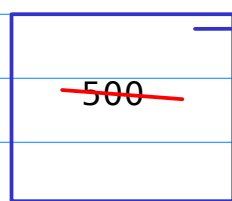


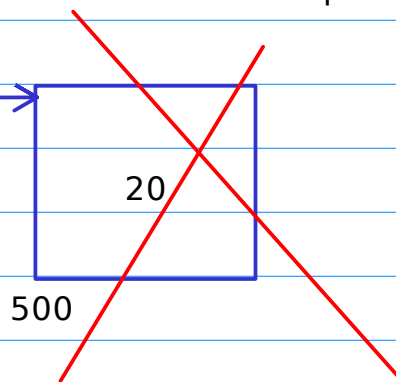
stack

int *ptr



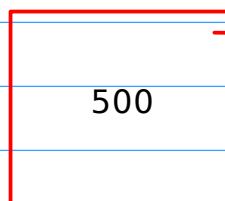
200

heap

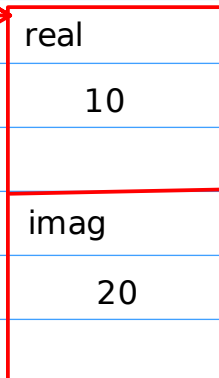


500

Complex *cptr



600

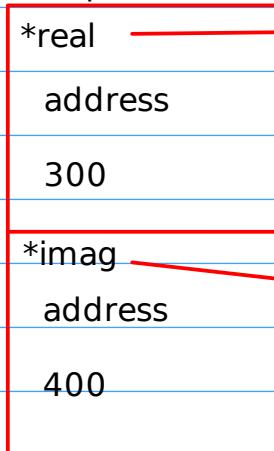


500

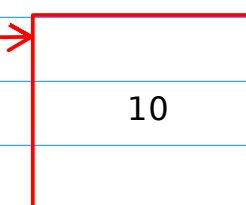
stack

heap

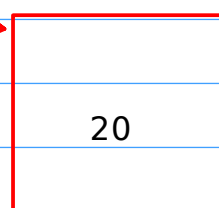
Complex c1



200

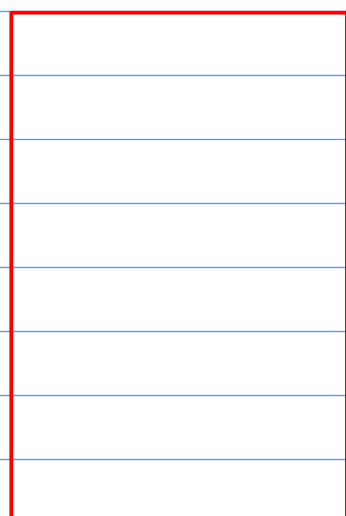


300

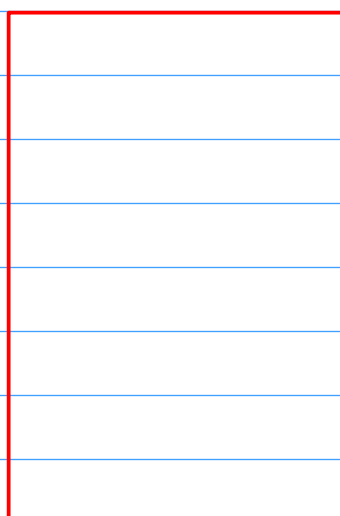


400

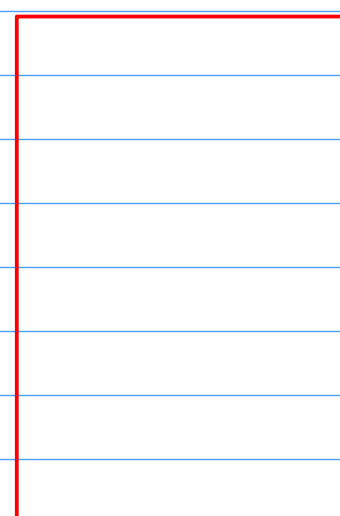
```
this->real = new int;  
this->imag = new int;  
*this->real = 10;  
*this->imag = 20;
```



complex.h



complex.cpp



main