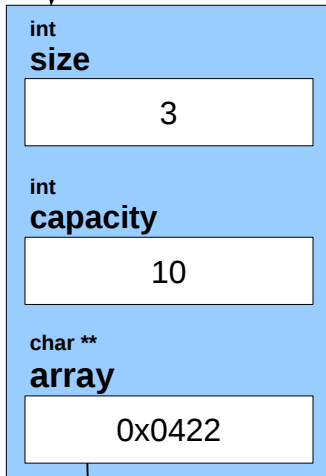
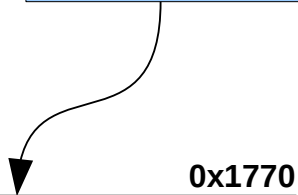
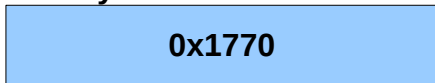


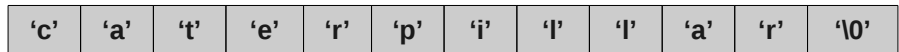
SmartyArray *
smarty 0x0588



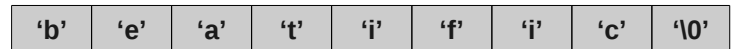
This diagram shows what a SmartyArray should look like after executing the following code:

```
SmartyArray *smarty = createSmartyArray(0);  
put(smarty, "caterpillar");  
put(smarty, "beatific");  
put(smarty, "cocoon");
```

0x7444



0x8300



0x0422

smarty->array[0] 0x7444
smarty->array[1] 0x8300
smarty->array[2] 0x7992
smarty->array[3] NULL
smarty->array[4] NULL
smarty->array[5] NULL
smarty->array[6] NULL
smarty->array[7] NULL
smarty->array[8] NULL
smarty->array[9] NULL

0x7992

